The Draconomicon

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On the Cover

In this digital painting by Liuzishan, a powerful dragon lays waste to a small village. Perhaps some mighty adventurers could help!

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Chapter 1: Dealing with Dragons

This chapter reviews dragon spirituality, society, biology, ecology, behavior, and the mechanics of dragons in adventures. Chapter 7 of this book has more tools for Dungeon Masters.

Religion

Dragon spirituality varies from individual to individual, but they usually worship a god aligned with their goals if they worship at all. Many sages (dragons among them) do not find it odd that of the religious dragons, some worship humanoid gods–because they believe that gods appear to worshippers in their own forms. Additionally, if a dragon does happen to be religious, there are some specifically dragon gods as well that they may choose to follow.

Amongst all the draconic religions though, there is a common thread: The existence of dragon gods is dependent on the worship thereof. Naturally, those dragons who do believe in dragon gods see it as their sacred duty to preserve the practices, and therefore the life, of their gods. Because of this, dragons are diligent missionaries, sometimes even to other kinds of dragons. This also means that a dragon who holds to a particularly unpopular practice will go to inconceivable lengths to stay alive.

One myth in particular holds that there will be a "Turning of the Great Cycle", at which point the dragons will return to their previous religious fervor and the dragon gods will thereby receive an incredible influx of power.

It is also noteworthy that dragons are also sometimes worshipped themselves. Usually this worship is either a fanatic belief that the dragon is a divine creature, or a cultish setup that holds the dragon as worthy of reverence but not fully divine.

Dragon Gods

Additional guidance as to how to include gods in your games can be found in Chapter 1 of the *Dungeon Master's Guide*. Some gods will combine their efforts for the progression of mutual or similar goals on a specific world, meaning that dragon deities could be more powerful in one realm than in others, and they may sometimes even work so closely together as to be directly associated with one another–either as different names and manifestations of the same force, or as individuals with differing rankings of power and importance. In some realms, their lesser forms are known as "great wyrms." Gods may also be known by differing names on differing worlds.

This is only a small number of all the dragon gods that exist, and there used to be many more draconic gods in the past, but they have been largely forgotten over the years. Some dragons will also worship other gods, especially if there is an obvious and apparent benefit; such as devilish guards for worshipping Asmodeus, underling soldiers for worshipping Gruumsh, ideal lairs in the underdark for worshipping Lolth, secrets of lichdom for worshipping Vecna, and so on.

Aasterinian (A-ster-in-eean)

CN quasideity of learning, invention, and pleasure
From unknown realms

Other Titles: Messenger of Io
Suggested Domains: Arcana, Forge, Knowledge, Life, Light, Trickey
Symbol: a grinning dragon's head

Aasterinian is a playful and witty deity who is cheeky and likes to disturb the status quo. She is a messenger of Asgorath himself and usually appears as a huge dragon, the kind of which may vary depending on her current temperament. One of her foremost teachings is to think for yourself. Giving up your individuality in exchange for the directions and approval of others is one of the worst sins in the eyes of Aasterinian.

Legacy Resurrected

The Draconomicon (this book) is comprehensive in its review, but material has been intentionally edited, revised, cut, adapted, or otherwise altered in order to fit within the parameters provided by 5th edition Dungeons and Dragons. For example, prestige classes have been converted into feats and gifts, racial requirements for certain spells have been removed, and content identical or nearly identical to existing 5e content has often been excluded entirely.

If it appears that this book contradicts previous editions in other ways, such as by expressing that dragons of a certain kind have or do not have certain traits, this is almost certainly because previous editions contradict each other. As an example, both Lendys and Tamara are described as being "wingless" in *Draconomicon* (2e), where no such note is made in *Draconomicon: The Book of Dragons* (3.5e). In a similar fashion, brown dragons are also described as wingless in some sources and depicted with wings in others, pyroclastic dragons are described as being from both Gehenna and the elemental chaos depending on the edition, catastrophic dragons are discussed in *Monster Manual* 3 but do not exist in the core rules for any other editions, etc.

Rest assured that everything in *The Draconomicon* (this book) draws on previous editions as the spiritual predecessors, and feel free to adjust its contents however you like to best suit yourself and those at your table.

Those who follow her usually do so secretly, and finding a temple dedicated to her is a rare sight indeed, but simple altars and other shrines can be found in peaceful places where wanderers rest.

Asgorath (AZ-gore-ath) or Io

N greater deity of dragons
From unknown realms

Other Titles: World Shaper, Deity of Creation, The Concordant Dragon, The Great Eternal Wheel, Swallower of Shades, The Ninefold Dragon, Creator of Dragonkind
Suggested Domains: Any
Symbols: A simple unadorned circle representing totality, a multicolored metallic disk

Said to be the creator of dragonkind and the universe as a whole, dragons who worship Asgorath believe that Asgorath shares their alignment. Asgorath rarely, if ever, manifests to worshippers, and some myths claim that the creation is the only time Asgorath has ever personally manifested. However, the presence of Asgorath is a powerful presence in draconic minds.

Io is supposed to be another name for Asgorath–or possibly a different manifestation of the same essence–and is sometimes called The Ninefold Dragon, the dragon who encompasses all the opposites and extremes of dragonkind. Dragon deities are all assumed to be descendants of Asgorath in some form or another. If this mighty dragon god were to appear, Asgorath could do so as any dragon, from the smallest **pseudodragon** to the largest great wyrm.

Asgorath cares only for the "children," (dragons) and the perpetuation of their existence. This can mean taking the side of dragons against other races, or fighting against a dragon who would otherwise jeopardize dragonkind as a whole. Asgorath is usually uninvolved in conflicts between dragons, but may step in (either personally or by sending a messenger, such as Aasterinian) if it seems appropriate.

Because of Asgorath's tendency to be good, evil, chaotic, lawful, or neutral entirely depending on the situation, Asgorath has even fewer active worshippers than most draconic deities, but practically all who worship dragon deities at least acknowledge this mighty dragon god. A common topic in discussions surrounding Io is the concept of Io's charge, a teaching which purports (in essence) that dragons are superior creatures and should behave as such. How this is interpreted amongst those who believe in its veracity can vary from a belief that such is a divine mandate to enslave all others to the idea that dragons should act as protectors to anyone and everyone.

Astilabor (As-TIL-uh-bore)

N lesser deity of acquisition
From Limbo

Other Titles: Acquisitor, Hoardmistress
Suggested Domains: Arcana, Forge, Knowledge, Order, War
Symbol: A 12 faceted gem

Said to be revered by dragons of every species, with most dragons at least displaying her symbol near their hoard, Astilabor embodies the dragon's innate desire for treasure, status through wealth, etc. Worshippers sometimes promise her a share in their spoils if she aids them and then purposefully never do–purportedly as a show of devotion. She claims to not approve of any thievery, but the actions of her and her followers often show that they do make some exceptions.

She manifests as a huge **red dragon** that shimmers with all the colors of dragonkind. Supposedly, she has a hoard of treasure hidden in Limbo that boasts more treasure than all the planets in the universe, and she has been known (very rarely) to grant boons from this to those that have pleased her. Dragons who worship Astilabor believe that the higher your status, the greater your position in the afterlife.

Garyx (GAIR-iks)

CE lesser deity of fire
From Pandemonium

Other Titles: Firelord, All-Destroyer, Cleanser of Worlds
Suggested Domains: Death, Forge, Grave, Light, War
Symbol: A reptilian eye superimposed over a flame.

Appearing in a form practically identical to that of the oldest **red dragons**, Garyx is said to represent flame in all its functions–including destruction, unpredictability, and renewal. Many purport that Garyx is actually insane, claiming that the Windswept Depths of Pandemonium have stolen whatever little reasoning he ever had. Those who worship him believe that he provides them with a greater ability to ruin and destroy, as he does wherever he is, but Garyx is impersonal and never openly acknowledges them.

Gruaghlothor (gru-AG-lo-thor)

LG quasideity of ferrous dragons
From the material plane

Other Titles: Supreme Dragon, Sovereign Iron Dragon
Suggested Domains: Life, Order, Peace, War
Symbol: Gruaghlothor's presence is felt anywhere where the ferrous hierarchy is found.

Amongst the metallics that some call "ferrous", it has been noted that the species are socially separated into clans which are further divided into families. The most powerful dragon in a clan is their leader, who is only surpassed by the leading dragon of the individual species (called a sovereign) and the ultimate overar-

ching authority: Gruaghlothor, The Supreme Dragon and first of their kind, who created that hierarchy which they follow even to this day. Gruaghlothor has a telepathic connection to all of the sovereigns, as well as every other ferrous dragon, that helps make giving and carrying out orders much simpler and easier.

Gruaghlothor teaches that ferrous dragons used to be very powerful, until a series of civil wars called the "Iron Wars" led to the extinction of 2 ferrous species, the disappearance of 5, and reduced populations in the remaining ones. He also teaches that the war ended shortly after the nickel dragons decided to switch sides and fight alongside Gruaghlothor, the rightful ruler and Supreme Dragon of all the ferrous clans.

Gruaghlothor himself is the incarnation of all the past sovereign iron dragons since the dawn of time. When Gruaghlothor's initial physical form was brought to a violent end at the hand of red dragons, he swore that he would destroy red dragons if he had to return from the grave to do so. It seems that his essence became so tied to this idea that it perpetuated beyond death and found a new host in an iron dragon successor.

If Gruaglothor's current incarnation dies, the powerful essence can innately sense the location of the next strongest iron dragon, and it travels to that dragon's location, awaiting reincarnation. When the chosen iron dragon accepts it's destiny, it then goes into a state of hibernation for exactly one year–undergoing metamorphosis to become the next Gruaghlothor. When the dragon emerges, it has grown in size and power and has become the physical manifestation of Gruaghlothor, The Supreme Dragon. Sages are not exactly sure how this works, and the iron dragons simply respond by saying that it has always been so. If Gruaghlothor knows, he hasn't shared.

Gruaghlothor, though a deity, is definitely still a dragon, and retains the tendencies of such. He lairs in the massive spaces underneath the world's largest mountain, and does not look kindly on intruders, no matter their reasons. From his lair, he leads the ferrous dragons, settles disputes, and enacts judgement upon those who oppose him. Gruaghlothor particularly relishes the flesh of red dragons, but whether this is for their taste or to satisfy some other desire is unknown. It is known, however, that Gruaghlothor wishes to hasten the day when red dragons no longer exist. Gruaghlothor knows much, having lived many lives, and uses this knowledge wisely.

Hlal (Huh-LAL)

CG lesser deity of humor
From Arborea

Other Titles: The Jester, the Pursued, the keeper of tales
Suggested Domains: Arcana, Knowledge, Trickery
Symbols: A single flame (called "The Light of Wit"), an open book.

Hlal is said to epitomize draconic wit and freedom in all its forms, dignified or not, particularly in regards to those who take themselves very seriously. One story in particular says that she played an especially humiliating and elaborate practical joke on Null, and Hlal is now hard pressed to stay one step ahead of the angry Deathwyrm.

Most often worshipped by copper dragons (whom Hlal naturally resembles) and faerie dragons, she appears to her worshippers in whatever humourous form she chooses. If she's not playing a trick on someone, she often prefers the form of a faerie dragon with a sheen of golden-yellow. Hlal is one of the friendliest of the dragon deities and loves sharing stories and songs with any who show interest. She disdains tyranny, even if well meaning or effective, and utterly despises cruelty and bullying.

Kereska (Kuh-RES-kah)

CN greater deity of magic
From Limbo

Other Titles: Wonderbringer, Light of Magic
Suggested Domains: Arcana, Knowledge, Life, Light, Twilight
Symbol: a five-pointed star with the lower two points extended.

Said to be the one who brought magic to dragons, she holds infinite magical power and can cast any spell, create new ones, or bestow magical abilities to dragons whenever she pleases. Dragons hoping to create new spells often invoke her name before they begin. She appears as a dragon surrounded by a magical pulsing, but details of appearance differ.

Lendys (LEN-dis)

LN lesser deity of balance and justice
From Mechanus

Other Title: Scale of Justice, Balancer, Weigher of lives
Suggested Domains: Death, Grave, Light, Order, Peace, War
Symbol: A sword balanced in a needle's point.

Said to be justice personified, Lendys represents the idea that every action has a reaction and that all things eventually come to a balance. Lendys returns to you what you project with absolutely zero mercy, both in life and afterwards. Usually worshipped by lawful dragons, he is the partner of Tamara, and dragons may worship one of them or both of them. His worshippers

often balance his rigidity with their own leniency, and if mercy to a criminal be considered a crime, so be it. He takes the form of a (sometimes wingless) platinum dragon, and the light which emits from his eyes reveals all. When meting out justice for crimes against dragonkind, Lendys works with three truly ancient silver great wyrms. Their punishments are legendary in their brutality, and appeals are completely unheard of.

Null (NULL)

N lesser deity of death
From Gehenna

Other Titles: Deathwyrm, Reaver, Guardian of the Lost, Silent, The Watcher, The Night Dragon, Draconic Skull
Suggested Domains: Death, Grave, Knowledge, Order, Twilight
Symbols: A circle divided diagonally into white and black semicircles, an unblinking draconic eye.

Said to have two different manifestations which are worshipped separately, some dragons worship him as the god who shepherds the dead into the afterlife and protects them from those who opposed them in life, and some worship him as the god who sanctions the taking of lives. Offerings to him to guard loved ones to their final resting places are common. His true form is supposed to be that of a void of shadow in the shape of a dragon, surrounded by numbing cold–a form that kills anything it touches. Some say that Null is as old as Bahamut and Tiamat, and is their only other sibling.

As the deity who guides the dead into the afterlife, Null is the epitome of apathy, completely unconcerned and disconnected from mortal struggles. He is a deity of death, fate, and judgement, who favors no dragon above any other in his judgments of sending animae to the afterlife. He has no interest in justice or retribution, he simply observes what is and dictates results accordingly. The appearance of Null in this aspect is draconic, but without any color or sheen, completely devoid of any connection to any particular kind of dragon.

As the deity of taking lives, Null manifests as the lord of draining life and all that depletes energy, as well as undeath and decay. Some say his appearance is skeletal in this manifestation, like that of the undead he rules over, while others say that he resembles a decrepit black dragon. Null encourages dragons to refuse death as their ultimate demise when he takes this form, instead guiding them towards undead fates. His influence reaches far beyond dragonkind, as many necromancers of varying races pay homage to the night dragon.

Sardior (SAR-dee-or)

N lesser deity of gem dragons
From the material plane

Other Titles: The Ruby Dragon
Suggested Domains: Arcana, Knowledge, Life, Light
Symbol: A ruby that shines from within.

Unlike the dragons that he rules over, sardior is not a type of gem dragon, but the unique deity of them all. He is a massive dragon with beautiful ruby scales who is witty, fun-loving, conversational, and surprisingly easy going for a dragon. He loves storytelling and gems (of any and every kind) and absolutely adores learning, especially when he can get someone to do the tedious bits for him. He's a wonderful storyteller and loves to show off his knowledge as well as learn from those who can teach him–much preferring to be taught rather than try to figure something out on his own.

Sardior's lair is a magical flying castle that is enchanted to always be in the night sky, and to never appear in the daytime. Some have mistaken Sardior's castle (dubbed The Ruby Palace) for a star or moon, and many astrologers have been perplexed by its implications in correlation to other celestial bodies.

Within his castle, Sardior has a council of 5 dragons that he has made into thanes–one representing each type of gem dragon. Once upon a time, there were 6, but the obsidian representative was cast out and exiled–along with all others of her kind. Why this is has never been explained anywhere in Sardior's words, and it remains a debated mystery to this day for even his most staunch followers. Occasionally, the remaining thanes may wander in person upon mortal worlds, rewarding those that they find particular favor with.

Sardior, in contrast to some other draconic gods, does not require much from those who follow him. His followers, in return, look upon him as the ideal being (rather than a person to receive constant commands from) and simply strive to be more like him. His following is relatively small compared to many other deities, but Sardior gladly welcomes and willingly bestows magical abilities to any and all who pursue them from him with due diligence. A small arm of his following call themselves the ruby disciples, and act as a martial force, serving both as a line of defense and a show of force when needed.

Sardior became a deity by ascending to the capacity. Who he was before he was a god, as well as the exact process by which he was able to do so, is a mystery to all but the most versed sages. In his natural form now though, Sardior is a massive dragon with deep ruby scales.

Tamara (Tuh-MAH-ruh)

NG lesser deity of life and light
From Elysium

Other Titles: Her Beneficence, Her Mercy
Suggested Domains: Life, Light, Nature, Peace, Twilight
Symbol: A seven pointed star on a field of black.

Of all the dragon deities, Tamara is by far the kindest and most loving. Said to be the consort of Lendys, she balances his justice with her compassion, and has been known to curb justice in favor of life and happiness. Occasionally, some will take this as a sign of weakness, but they invariably discover that no such weakness exists. Some dragons worship the two gods (Lendys and Tamara) as a pair, and some worship only one. Tamara appears as a (sometimes wingless) dragon similar to Lendys, but in a slightly smaller size with a more burnished silver color, and radiates warmth and love. Tamara and her followers are bringers of life, light, and mercy, as well as relief from evil and tyranny, but also death and destruction against those who are unjust or undead.

Tiamat (TEE-a-maht)

CE lesser deity chromatic dragons and evil
From the Nine Hells

Other Titles: The Chromatic Dragon, Creator of Evil Dragonkind, The Dragon Queen
Suggested Domains: Arcana, Death, Tempest, Trickery, War
Symbols: five headed dragon, dragon head with five claw marks.

To learn about Tiamat, see *Rise of Tiamat* and *Hoard of the Dragon Queen*, by Wizards of the Coast.

Task (TASK)

CN lesser deity of greed
From Pandemonium

Other Titles: The Taker and Holder, Wrester
Suggested Domains: Forge, Knowledge, Trickery
Symbol: A pile of five coins.

Task is said to specifically be the deity of outright vile and undying greed, whereas Astilabor carries no such negative connotation. Task desires all, at any cost, with no thought to the well-being of others. His followers tend to demonstrate similar characteristics, and Task sometimes rewards them–so long as he doesn't have to give up anything. Myths claim that Task's lair in the plane of Pandemonium hides the largest and richest hoard in the multiverse, but followers of Astilibor tend to dispute this. He appears as a dragon studded with so many gems that his original color is indecipherable. Dragons who worship Task believe that the higher your status among his followers, the higher your position in the afterlife.

Xymor (ZIE-more) or Bahamut

LG Lesser Deity of metallic dragons and good
From Mount Celestia

Other Titles: Justice Bringer, Lord of Pure Incantations, Justicemaker, King of Good dragons, Lawbringer, Lord of the North Wind, Deity of Enlightened Justice, Protection, Honor, and Nobility, Grandfather of Dragons, The Platinum Dragon, Fizban the Fabulous
Suggested Domains: Arcana, Knowledge, Life, Light, Order, War
Symbols: a reptilian eye superimposed over a square of gold, a platinum dragon's head in profile, a star over a milky nebula.

Arguably the most well known (by one name or another) out of all the dragon gods, Bahamut is another name for Xymor, and while not all metallic dragons worship him, few dragons of any kind are willing to oppose him and his legions. In his true form, Xymor appears as a huge dragon emitting so much light that it's impossible to tell his color, but he usually flies into battle as an immense dragon with platinum scales.

As Bahamut, he is also known to traverse the planes under the guise of a mortal; a docile and wise old man, accompanied by seven canaries which are actually seven gold great wyrms. Some say that he travels in other guises as well, but usually with his seven companions (polymorphed into more mundane forms) irregardless. He has a particular interest on the topic of worthiness, and is often exploring this concept when he travels. While Xymor is on his home plane, his fabled palace in Celestia, these dragons also act as a jury should he ever feel the need to judge someone personally.

As a rule, he is stern and disapproves of evil in all its forms, but is very merciful to those who seek it with pure intent. He has limitless compassion for the downtrodden, dispossessed, and hopeless, but accepts no excuses regardless of circumstances.

While on this home plane, this god has also been known to combat his disciples directly, testing their mettle. Should he find himself fighting alongside others during his sojourns though, he is likely to predominantly act as a support, and observe the actions of those he is with. This behavior actually even extends beyond his actions in battle, and his primary means of influence is as a gentle encouragement towards life and light. He rarely appears with the intent to act directly in the mortal spheres, and when he does, it is almost exclusively to oppose and undo the damage that evil beings cause in their frenzied dashes for power. In his efforts to remedy such, he can effortlessly heal multiple creatures and purge harmful effects.

One other legend says that this god also has a son, who is as vile as Xymor is good. Thus far though, none have been able to learn any details, if this "son" does indeed even exist.

An interesting side note is that this god seems to favor dealing with mortals more than most other dragon deities, leading to an ever increasing amount of information about him. Some contentious and even violent disputes have occurred over the ages with him as the prime subject thereof. Many believe that Xymor is the offspring of Lendys and Tamara, with attributes of both, and comprises the perfect combination of justice and mercy–claiming that he carries their combined mantle as his utmost priority. Others contend that Bahamut is Io's direct successor, physically formed and brought to godhood (along with Tiamat and sometimes Null, depending on the legend in question) via the blood of the mighty Asgorath–specifically to guide the dragons to glory throughout eternity.

Those with particularly open minds wonder if perhaps these two accounts might somehow be simultaneously true, or perhaps two stories marking different stages along the path of this dragon god's ascendance. To make things even more confusing, this god has also seemed to have had a presence in other realms under various aliases, but his presented nature was sometimes quite different at the time and place in question.

Zorquan (ZORE-kwon)

N lesser deity of draconic ideals
From the material plane

Other Titles: High one, Greatest Wyrm, Deity of dragonkind
Suggested Domains: Arcana, Forge, Knowledge, Order, Tempest, War
Symbol: a black circle superimposed on a larger concentric white circle.

Zorquan is said to represent draconic ideals; power, pride, status, etc. As such, though his alignment is one of neutrality, he is prone to act in any way that dragons as a whole might act. Zorquan spares no thought for non-dragons unless their actions have direct correlation to dragons as a whole, in which case his wrath is incurred unabated. He can appear as the epitome of any dragon species, and he always has electricity coursing around his eyes–which sometimes arcs across his body in powerful bolts as well. Supposed to live somewhere on the material plane, some legends tell of dragons who visit him, but none tell how to do so.

Animae

Dragons do indeed have spiritual forces that animate their physical bodies, what humans often call the soul, and reincarnation is taught amongst all dragons. Dragons call their life-force anima, or animae when referred to in the plural. Dragons, though, exhibit a much greater control over their anima in regards to it's tethering to the physical body when compared to humanoids. While the anima will indeed be ripped from the body if the dragon meets a violent demise, some adult and older dragons can also simply release their anima if they so desire, essentially passing into the afterlife by sheer force of will. The concept of afterlife is a core aspect of all draconic spirituality.

Stories of where the anima goes after it leaves the physical body differ (some say that animae remain loosely bound to the physical body and can observe events around it while the body lasts, and others claim that it leaves this world completely behind to conjoin itself to the service of a god) but all the main ideologies agree that it eventually travels to an outer plane unless bound to the physical realm by outside forces. It does not seem, however, that draconic souls stay on these outer planes for eternity, as humanoids do.

A dragon's anima stays in the outer planes for a period of time exactly matching the dragon's mortal life, and it loses the dragon's personality, identity, memories, and similar aspects in reverse order at the exact same pace at which they were acquired. This means that the longer a dragon has been dead, the more difficult it is to contact said dragon, and the less it will resemble said dragon if you do.

This process is not reversed when dragons are raised from the dead or otherwise returned to life; a dragon who has been returned to the mortal realm, after 57 years, for example, will have absolutely no recollection of the time it spent in the afterlife or anything at all that transpired in the 57 years before the dragon died. The body will also form to match a dragon who is 57 years younger than the dragon was at the time of it's death.

When an anima has existed on the outer planes for as long as the dragon was physically alive, it has been stripped of all personal aspects and embodies their dragonkind as a pure essence. The anima is then ready to be born, and it cannot be contacted or raised by any force addressing the previous life.

The fact that wars, adventurers, and other such causes have decreased the dragon population means that there are many pure animae in the outer planes who are simply waiting to be reborn. Those few who manage to contact these animae will find them to be unable to grasp (and possibly interact with) the concepts of both self and time. They simply exist completely in the moment, automatically reacting to stimuli and completely forgetting about it the next instant unless it continues.

Dragon Society

Dragons usually have little to no notion of constructed society–even religious dragons tend to follow tenets based entirely on personal beliefs, and may or may not observe to follow the religion's dogma consistently. While a dragon may eventually learn the laws of a specific group, for any myriad of reasons, the understanding that some creatures do things out of any (positive or negative) consideration for others does not initially occur to a dragon. The closest that most dragons come to a true society are occasional cooperative alliances, and it has been noted that these dragons are usually slightly more understanding of structured society.

A lot of dragons are primarily solitary, with many of them seeking others only to reproduce or unite against some larger threat. Dragons of different kinds rarely form alliances though, so if you ever hear that dragons of differing dispositions are banding together, the situation must be dire. In any case, few dragons are truly social, and most prefer companions as similar to themselves as possible. Often, this means that the dragon stays with the one who fits that description the best; namely, itself. There are a decent number of exceptions to this rule however, especially amongst the metallics. As a rule though, most dragons don't understand humanoids' desires to be with others, and the idea of many social constructs perplexes them.

Some of the more good-aligned dragons deviate from the dragon norm and follow a code of draconic chivalry. The tenets are extensive when outlined in detail, but the general proponents are thus:

- Justice and Good above all.
- Honor and Fealty to the King (who this refers to may vary).
- Honor and Respect to Righteous Innocence.
- Honor and Duty to The Balancer, to Her Mercy, and to the Justicemaker.
- Honor and Protection to the Lesser Races.
- Honor and Correction to the Enemies of Justice and Good.
- Honor and Forbearance for oneself.

While mostly self-explanatory, the most notable is the second to last, which puts opportunity for repentance above outright destruction. This compels many dragons who follow this code to offer enemies parley and the chance to change before descending upon them in wrath.

Philosophy

Most dragons are driven by four basic impulses: a sense of superiority, a perpetual battle against boredom, bone-bred laziness, and all-consuming greed. Above all, a dragon is a predator–any other identity the dragon possesses is subject to this primary classification. A dragon collects treasure as an act of hunting, secures it's lair as a means of accessing game, and views any and all interaction with lesser creatures as deigning itself to speak to its prey. A dragon looks at a human in much the same way a starving human might look upon a talking chicken–possibly as a matter of interest, and a potential for personal gain, but primarily as a potential meal.

It should also be noted that the idea of conflicting morals is largely irrelevant to dragons. While many dragons (such as gold dragons) are champions of justice in difficult times, they do so because it is their objective to do so; not because they feel it to be right, even though it hinders them in other ways, as many humanoids do. Dragons are completely and utterly driven by their goals, and will do things that seem entirely out of their character if it takes them closer to their objectives.

Dragons have a heightened sense of self awareness and conscientiousness. So whereas a humanoid may select a course of action for emotional, ethical, or logical reasons, a dragon does none of the above, only pursuing actions that they perceive will take them closer towards their goals. This can be confusing to humanoids, but practically all dragons base their behavior on this concept.

Many dragons able to change their shape often use the same shape when doing so. Their arrogance leads them to pick one form that they feel is the most superior out of the lesser options, and then rarely detract from that form, should they deign to take it.

Dragons are acutely aware of their long lifespans, and do not concern themselves with worries about time. If a dragon is going to bother itself with any particular course of action, it is going to both consider it extensively and take the time to do it well. This often involves carefully considering what the dragon's next move should be, even if it is relatively obvious, taking time that shorter lived races find maddening.

It is not unheard of for a dragon to deal with a humanoid, contemplate the interaction for some time, and then return to continue the interaction–only to find that the humanoid has been dead for generations. If the interaction was an offer of some kind of exchange, the dragon will likely even expect the original humanoid's descendants to honor the offer. In like manner, the dragon's ability to hold a grudge is at least equal to its patience, and a dragon may return in wrath on a community that is not even aware of their ancestor's offenses.

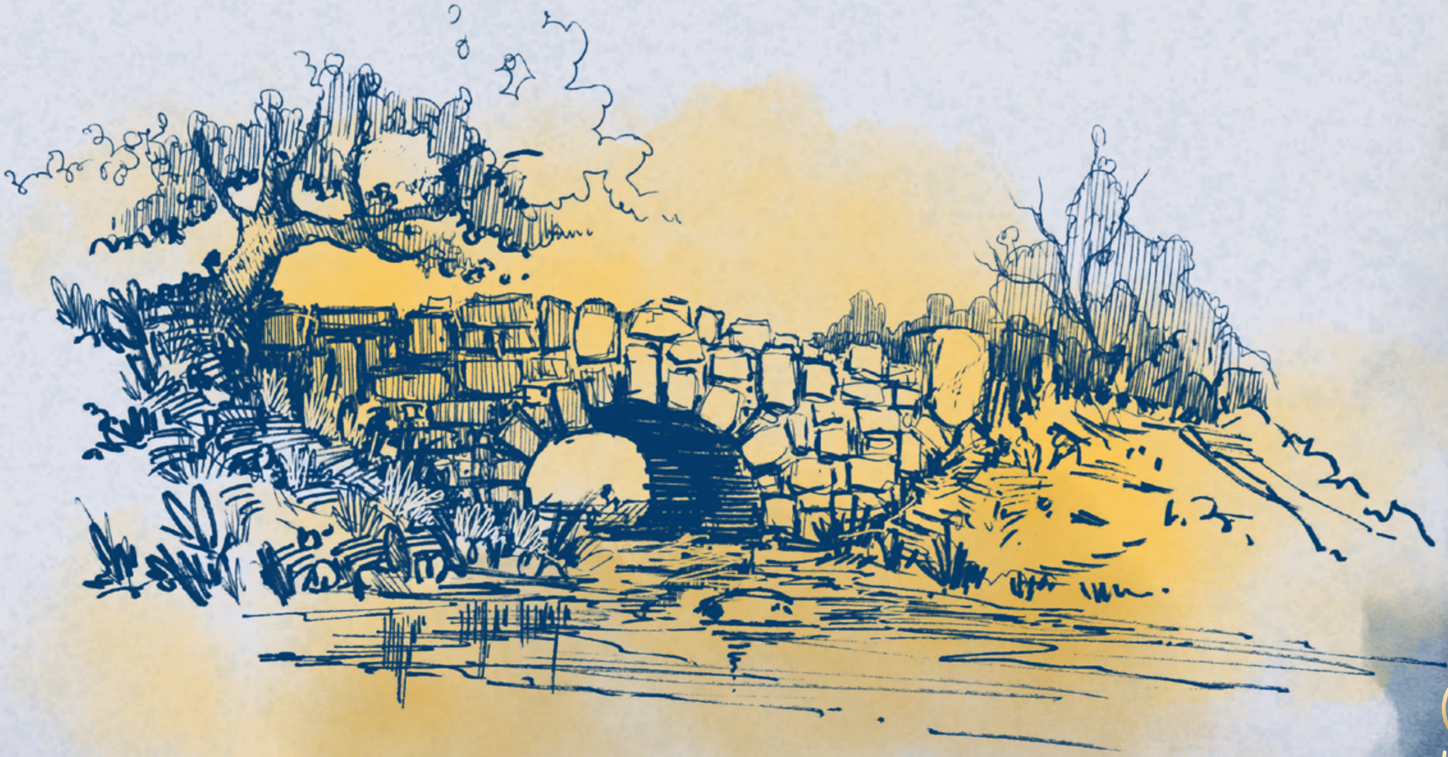
Even the most benevolent dragons consider humanoids in the same way that most humanoids view beasts, as lesser creatures who are ultimately simply not as important or as worthy of concern. This can lead to forcible breeding and consumption in cases of more selfish dragons, or micromanaging and overbearance from those dragons trying to protect and preserve. Many suppose that a dragon's long life is a prime source of its arrogance. When generations of smaller creatures pass as you only grow stronger, when you live longer than most dynasties and even religions, it's only natural to feel superior.

In general, a dragon considers all dragons to be superior to other creatures, dragons of its own category to be superior to other dragons, a dragon's personal dragon species to be superior beyond that, and the individual dragon to be the epitome of all creation. Dragons who see other dragons that are more powerful due to being older are usually deluded into thinking that they will somehow be even more powerful when they reach that age. Trying to convince a dragon otherwise is like trying to tell fire to stop burning, or an elf to not exhibit such longevity–it is simply an inherent part of their nature. As such, a dragon may be able to temporarily suppress actions of arrogance to forward its ultimate goals, but it never truly forgets or believes otherwise.

Dragons also love puzzles, and even the simplest dragon will stop what it is doing to contemplate an interesting thought or a mental exercise–once they reach a certain age, many dragons even dedicate their lives to particularly fascinating ideas out of a lack of anything better to do. Others may master mystical rites, become experts of a certain metier, observe every miniscule detail of an ancient religion, or memorize entire accounts of forgotten worlds. Some believe that dragons draw some of their magical powers from the fact that they keep their minds so incredibly active. It is also not uncommon for dragons to collect pieces of knowledge just for the sake of knowing it.

In addition to all this, dragons are inclined to pursue achievement comparatively early in life. While most humanoids do not particularly busy themselves with fame and fortune in their earlier years, dragons do so from the moment they emerge from their eggs. Because they have such long lifespans, and so much they wish to accomplish, it is not uncommon for a dragon to juggle interests. A young dragon may pursue a certain goal for a short time before changing directions to completely different aims (as long as they will still eventually take it towards the end goal) for months, years, or even decades.

Some of the oldest great wyrms become less acquisitive and more inquisitive as the dusk of their life approaches. They become all the more fascinated by magic and mental pursuits and will often spend the vast majority of their time in research. Some sages think that this fascination is due to the dragon's reduced ability to pursue physical goals, while others suggest that it might be the dragon's way of attempting to become capable of pursuing them.



Famous Dragons

There are innumerable dragons across the Forgotten Realms. A few of the better-known ones are briefly described here. Dungeon Masters can introduce them as NPCs in an adventure or construct entire campaigns around the schemes of a single dragon.

To avoid spoilers, this section does not include dragons mentioned in official 5th edition adventures.

"Innate Spellcasting Build" suggests an innate spellcasting build from chapter 7 of this book.

Aerosclughpalar

Nickname: Gildenfire, the Druid Dragon
Humanoid Ego: Vaeros Fireshield, a priest of Mielikki
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Natural
Location: The High Forest, Western Faerûn
Known For: Patron guardians of the High Forest; cultivates groves of rare trees in which he stashes portions of his hoard

Antasillix

Nickname: Defender of the Pit
Humanoid Ego: –
Gender: Male
Stat Block: Adult green dragon
Innate Spellcasting Build: –
Location: Unthalass, Mulhorand
Known For: Guarding the Pit of Many Colors from enemies of Tiamat; more curious than cruel; lairs in an abandoned bathhouse

Arsekaslyx

Nickname: Guardian of the Well
Humanoid Ego: –
Gender: Female
Stat Block: Adult red dragon
Innate Spellcasting Build: Mentalist
Location: Sunset Mountains, Western Faerûn
Known For: Guarding the Well of Dragons, a citadel of the Cult of the Dragon; has aberrational appendages due to corruption from an eldritch artifact.

Arveiaturace

Nickname: The White Worm
Humanoid Ego: –
Gender: Female
Stat Block: Ancient white dragon
Innate Spellcasting Build: Inventor
Location: Sea of Moving Ice, Faerûn Arctic
Known For: Golem guards; frequent use of antimagic spells; acquaintanceship bordering on friendship with Laeral Silverhand of Waterdeep; menaces Illuskan trading charters.

Ashardalon

Nickname: –
Humanoid Ego: –
Gender: Male
Stat Block: Ancient red dracolich
Innate Spellcasting Build: Interplanar
Location: Bastion of Unborn Souls, Astral Plane
Known For: Replaced his heart with a balor; followed by the violent vampire Gulthias and his fleets of blight minions; followers have established several temples to him throughout the Material Plane, including Nightfang Spire and the Sunless Citadel.

Aurus

Nickname: –
Humanoid Ego: Varies
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Clandestine
Location: Arabel, Cormyr
Known For: Traveling every corner of Faerûn; prefers the company of humanoids to dragons, but keeps his identity secret; iconoclastically disavows the dragon gods.

Buchembrallor

Nickname: The Terror of Velen
Humanoid Ego: –
Gender: Male
Stat Block: Adult green dragon
Innate Spellcasting Build: –
Location: Cape Velen, Tethyr
Known For: Believes that any creature his size or smaller is inherently inferior; lairs in a sea cave; desperately wants to prove himself to older dragons.

Dragotha

Nickname: –
Humanoid Ego: –
Gender: Male
Stat Block: Ancient red dracolich
Innate Spellcasting Build: Ashen
Location: White Plume Mountain, Sword Coast
Known For: Devout follower of Tiamat; slumbering indefinitely underneath White Plume Mountain; unwillingly turned into a dracolich.

Flashburn

Nickname: –
Humanoid Ego: –
Gender: Female
Stat Block: Adult red dragon
Innate Spellcasting Build: Tyrant
Location: High Moor, Sword Coast
Known For: Leading a cult of orcs that worship her as a goddess; short temper.

Havarlan

Nickname: The Barb
Humanoid Ego: Half-elf female warrior with silver-blonde hair; name unknown
Gender: Female
Stat Block: Adult silver dragon
Innate Spellcasting Build: Protector
Location: Travels across the Forgotten Realms
Known For: Devout paladin of Bahamut; leader of the Talons of Justice, a paladin sect of the church of Bahamut.

Iryklathagra

Nickname: Sharpfangs
Humanoid Ego: –
Gender: Female
Stat Block: Ancient blue dragon
Innate Spellcasting Build: Trapsmith
Location: Small Teeth Citadel, Amn
Known For: Unusually large fangs; fights on behalf of the Amnish military; lairs in the chapterhouse of the Skeletal Fingers thieves guild in the depths of the Small Teeth citadel; throws enemies into a magically bottomless pit.

Jalanvaloss

Nickname: The Wyrm of Many Spells
Humanoid Ego: Varies
Gender: Female
Stat Block: Adult steel dragon (see chapter 6 of this book)
Innate Spellcasting Build: Clandestine
Location: Waterdeep, Sword Coast
Known For: Owning Waterdavian businesses and real estate in lieu of gold or gems; one of the only dragons permitted to live within *Ahghairon's Dragonward*; fair lender to noble houses and adventuring companies; has many apartments and personas throughout Waterdeep.

Larendrammargar

Nickname: Nexus
Humanoid Ego: –
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Special; can cast a spell five times per day, choosing from any spells.
Location: Desertsmouth Mountains, between the Dalelands and the Anauroch Desert
Known For: Studying magic; invented many spells in this book; happy to share his magical knowledge in exchange for powerful magic items; enjoys long, rambling, intelligent discussions.

Lareth

Nickname: His Resplendence; King of Justice
Humanoid Ego: –
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Seer
Location: Unknown
Known For: Dying to protect a temple of Bahamut and the congregation inside; formerly a widely respected advisor, sage, and philosopher; formerly most powerful mortal dragon in Faerûn.

Nartheling

Nickname: Master of the Mountain
Humanoid Ego: –
Gender: Male
Stat Block: Ancient fang dragon (see chapter 6 of this book)
Innate Spellcasting Build: Protector
Location: Mount Umbergoth, between Aglarond and Thay
Known For: At war with a fleet of beholders; experiments with interplanar traps.

Olothontor

Nickname: The Minstrel Wyrm
Humanoid Ego: –
Gender: Male
Stat Block: Ancient blue dragon
Innate Spellcasting Build: Tyrant
Location: Mount Araddyn, Sword Coast
Known For: Obsessed with fine music; prefers collecting sheet music, magical recordings, and instruments to traditional wealth; even-tempered; loose alliance with the Harpers; won't attack unexpected intruders that furnish plenty of good music.

Pelath

Nickname: –
Humanoid Ego: Crotchety hermit mage with a "dragon familiar;" name unknown
Gender: Male
Stat Block: Adult bronze dragon
Innate Spellcasting Build: Clandestine
Location: Pirate Isle, Sea of Fallen Stars
Known For: Open, friendly, and talkative; loose alliance with pirates.

Protanther

Nickname: King of the Ice
Humanoid Ego: –
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Trapsmith
Location: Novularond Mountains, Faerûn Arctic
Known For: Former King of Justice before Lareth; patron guardian of the Great Glacier.

Saryndalaghlothtor

Nickname: Lady Gemcloak; the Axemother
Humanoid Ego: –
Gender: Female
Stat Block: Adult crystal dragon (see chapter 6 of this book)
Innate Spellcasting Build: Stoneworker
Location: Bryn Crag, Arctic
Known For: Patron guardian of the motley crew of estranged dwarves, the House of the Axe; alliance with azers of the Elemental Plane of Fire; would like to be a powerful mage but doesn't want to practice, merely contenting herself to collect spellbooks instead.

Tamarand

Nickname: King of Justice
Humanoid Ego: –
Gender: Male
Stat Block: Ancient gold dragon
Innate Spellcasting Build: Seer
Location: Bloodstone Pass, Northeast Faerûn
Known For: Alliance with nearby storm giants; became King of Justice after the death of Lareth; generally friendly.

Taraunramorlamurla

Nickname: Serenescales
Humanoid Ego: Heavy-set female human of average height with pale skin, unruly brown hair, and large, dark eyes; roughly 20 years old; uses a variety of names, but always has a similar physical appearance
Gender: Female
Stat Block: Adult song dragon (see chapter 6 of this book)
Innate Spellcasting Build: Trapsmith
Location: Waterdeep, Sword Coast
Known For: One of the few dragons permitted to live in *Ahghairon's Dragonward*; center of "the Hidden," a network of dragons secretly living in disguise in Waterdeep; calm, friendly, and generally likeable; personally unambitious.

Tchazzar

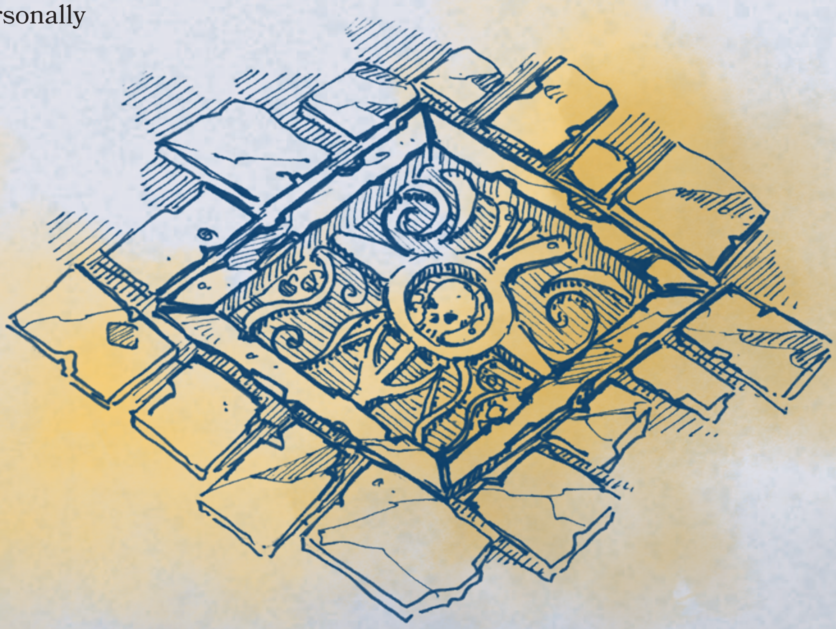
Nickname: Chosen of Tiamat; Sceptanar of Cimbar; Father of Chessenta
Humanoid Ego: –
Gender: Male
Stat Block: Ancient red dragon
Innate Spellcasting Build: Seer
Location: Cimbar, Chessenta
Known For: Lairs in the Great Palace of Cimbrar; ruler of Cimbrar; quietly serves as the champion of Tiamat; aims to take over Mulhorand and other neighboring countries in the name of Tiamat.

Torch

Nickname: Lux
Humanoid Ego: –
Gender: Male
Stat Block: Adult red dragon
Innate Spellcasting Build: Illusionist
Location: Spine of the World, Faerûn Arctic
Known For: Turned from evil after a near-death experience; pacifism.

Tostyn

Nickname: The Silver Flame
Humanoid Ego: –
Gender: Male
Stat Block: Adult mercury dragon (see chapter 6 of this book)
Innate Spellcasting Build: Inventor
Location: Everlake, Evermoors
Known For: Collecting and employing automatons and other constructs; curious, proud, and reckless behavior, taking no thought for the future or consequences; loose alliance with the Harpers.



DEAN SPENCER

Dragon Games

Dragonchess

Dragonchess is played on three boards, each being 12 squares long by 8 squares wide, using 84 character pieces divided evenly between two sides. The players arrange the pieces in a standardized setup, and take alternating turns moving (usually) one piece at a time. The goal of the game is to move your pieces in tactical maneuvers against your opponents pieces, eventually trapping the opponents key piece (the king) in an inescapable attack.

The monetary value of an individual piece varies dramatically, depending on the size, material, detail, and general workmanship of the piece. A small wooden disk with a single symbol, for example, would be worth less than 1cp, while a solid gold statuette of a dragon would be worth considerably more. A regular set is usually worth 1gp.

Rules for Play

Players wanting to roleplay a game of dragonchess may choose to use the following rules:

Characters set up the pieces, confirm that it has been set correctly, and roll dice to see who goes first. Any attempts to deceive at this point in the game automatically fail if the opponent knows how to play dragonchess.

The first player makes an Intelligence check to take their turn. They can add their Intelligence modifier again to try and gain the upper hand with tactical maneuvers, or they can add their Dexterity modifier instead to try and cheat on this turn. Proficiency with dragonchess allows you to add your proficiency bonus to these Intelligence checks.

The opposing side makes an Intelligence check to take their turn, and can add their Intelligence modifier again to try and gain the upper hand, or their Wisdom modifier to spot cheating from the opponent's most recent check, or their Dexterity modifier to try and cheat on this turn. If they add their Wisdom modifier to spot cheating from the most recent check, they automatically succeed unless they have a negative modifier–in which case they make a perception check, where the DC is 10 plus the opponent's Dexterity modifier. Proficiency with dragonchess allows you to add your proficiency bonus to these Intelligence checks.

Play continues, each turn proceeding as the second. If you beat your opponent's previous check, you gain a point. If your check exceeds your opponent's previous check by 5 or more, you gain 3 points. If you beat your opponent by 5 or more on three checks in a row, you gain an additional 5 points and you have advantage on your next check.

If you are caught cheating, you lose. However, you can only be caught cheating on your most recent check–meaning that once it becomes your turn, your opponent cannot attempt to spot previous attempts to cheat. For every 3 times you cheat successfully, which checks do not need to be successive, you gain 10 points.

If your check is at least 10 lower than your opponent's check, you make your next roll at disadvantage. If you roll at disadvantage 3 times in a row, you lose the game.

The first player to amass at least 40 points wins the game.

Quick Dragonchess

Players wanting to roleplay a game of dragonchess may choose to use the following simpler rules instead: Each side will eventually make three Intelligence checks; one for the opening, one for the middle game, and one for the end game. Once the first person makes the initial check, they wait for the other person to roll before moving on to their next check. If your check is ever less than half of your opponent's, you lose. Best of three checks wins the game. Proficiency with dragonchess allows you to add your proficiency bonus to these Intelligence checks.

Three Dragon Ante

Three dragon ante is a card game played with a deck of 70 cards. It can be played with as few as 2 players, but the fewer the players, the longer it takes. Games with 4 or more players usually end within an hour, but games with fewer players can continue indefinitely. Play begins by dealing 6 cards to each player, with the cards' particulars being hidden from the other players, and the rest of the cards being laid face down where all players can access them. Play then cycles through the players (usually in a circle) with each player either taking some action, or passing, in an effort to increase (or at least maintain) their personal pile of treasure–which they bet from. The game proceeds by alternating through the players again, doing so until one player runs out of treasure.

Quick Three Dragon Ante

Players wanting to roleplay a game of three dragon ante may choose to use the following simpler rules instead:

For each gambit, each player rolls a d12. The player with the highest roll makes an initial bet, also known as "the ante". Ties roll dice to determine the tie. Other players then call (bet the same amount as the initial bet) or fold (decline to bet and forfeit the opportunity to play in this gambit). Those still involved then make Wisdom checks, and the highest total wins the gambit and takes the stakes (collective bets). Repeat for further gambits. If there is ever a tie for the totals, the character with the higher Intelligence score wins. If both scores are the same, roll dice to determine ties. Proficiency with three dragon ante allows you to add your proficiency bonus to these Wisdom checks.

Decks of three dragon ante have been made of all kinds of materials, from clay tiles to platinum sheets. A single gold card is worth 10 gp, but a full set of gold cards is worth 2,500. A regular deck is usually worth 1gp.

Rules for Play

Players wanting to roleplay a game of three dragon ante may choose to use the following rules:

Each player enters the game with an equal and agreed upon amount of treasure, called gold. This is usually 50 silver, though rich people often play with actual gold or even platinum, and poor people often play with copper.

When a die triggers (explained below), an even number allows you to roll two extra d12s and add them to your hand, while an odd number allows you to take that much treasure from the stakes (the collection of both the ante and the subsequent bets) or from another player directly. If a player ever cannot payout, that player loses and the game ends. You may never have more than 10 dice in your hand.

To begin the first gambit, (bout, contest, or stage) roll 6d12. Use one d12 as your ante card (initial card) and place an ante bet (initial bet). You will use some or all of the rest of your dice to make a flight (array of numbers) during the rounds (cycles of play). The ante placed with the highest die wins, and all players must meet that ante (bet the same amount) to continue playing in the gambit. If your ante die wins, you start the round. If there is a tie, they auction the first play by adding to the stakes, and first play goes to the highest bidder

Round 1: The first player uses a d12 to start their flight and triggers the played die. Other players also start their flight, with play proceeding through all the players. If the number on the die you play is equal to or lower than the previous player's die, you can trigger it, otherwise it can't trigger.

Round 2: The player with the largest number added to their flight in the last round starts this round. If there is a tie, they auction the first play by adding to the stakes, and first play goes to the highest bidder. The first player adds to their flight, and triggers the die they added. Other players continue to build their flights, as described in round 1.

Round 3. Play as round 2. Players complete their flights and the highest flight wins the gambit and takes the stakes (the treasure from the antes, etc). Proficiency with three dragon ante allows you to add your proficiency bonus to the total of your flight. If there is a tie, play another round. Used dice are then discarded, unused dice are kept, and each player rolls 2d12 to add to their hand.

If you run out of cards, roll 1d12, add it to your hand, and pay that much to the stakes.

The Dragon Life Cycle

True dragons are draconic creatures that pass through distinctive stages where they become increasingly more powerful as they grow older–regardless of whether or not they grow larger or stronger.

They pass through four distinct stages of life, from lowly wyrmlings to ancient dragons, which can live for over a thousand years. In that time, their might can become unrivaled and their hoards can grow beyond price.

The Dragon Age Categories table describes the rough estimates of a dragon's age category and size based on its age in years.

Dragon Age Categories

Category	Typical Size	Age Range
Wyrmling	Medium	5 years or less
Young	Large	6-100 years
Adult	Huge	101-800 years
Ancient	Gargantuan	801 years or more

True dragons also grow slowly compared to most creatures, requiring centuries to fully mature, but only spending a small percentage of their potential lifespan in the early stages–during which they triple in size.

Even the shortest-lived true dragons have a natural lifespan of at least 2,000 years, with most of them expiring around 3,000 years of age. However, most dragons despise living their full lifespans, because while not all dragons become senile, most of them do. The chance that a dragon will eventually suffer from senility is about 75%, and there are many other factors that could cut a dragon's life short.

Dragons grow all throughout their life, but at some point, usually around 1,500 years old, a dragon's Strength stops increasing while its size and weight continue. As such, the dragon's physical capacity decreases in its latest years.

A dragon's usual maturation is as follows.

Burgeoning Wyrmling

Wyrmlings emerge fully formed, but damp, clumsy, and altogether awkward. They are usually about 5 feet long, and within an hour they are ready to begin learning to hunt, fight, fly, and reason–though they do have a rudimentary understanding of each upon hatching. A newly hatched wyrmling also has residual memories from its parents, but it does not recognize that it has these memories, as they remain dormant until needed.

Wyrmlings are like puppies in the fact that their head and feet seem a little too large for the body, and their wings and tail are also proportionally small when compared to adults. If a parent is present, the wyrmling will enjoy protection and mentoring for the early stages of its life. Otherwise, the wyrmling must learn to fend for itself very early.

Optional: Other Age Categories

Earlier editions of Dungeons & Dragons gave stat blocks for as many as 12 different age categories, but the modern game intentionally simplifies it to only 4. You can represent a dragon who is in the early or late stages of an age category by applying the Burgeoning and Matured Dragon Templates in chapter 7 of this book to a dragon's stat block.

Regardless, a wyrmling's primary priorities are to find food (nestmates are, instinctually, a last resort) and then find a suitable place to rest, which very well may become the wyrmlings lair. After doing so, the wyrmling will search for a better place to call its own (if the aforementioned resting place is not an appropriate lair) and begin learning what exactly it is capable of–which is generally an astonishing amount for the dragon's relatively small size and lack of first-hand experience.

Adult dragons caring for their young will often provide live samples of the dragon's favorite food, and the young will get a hunting lesson with their first meal before finding a corner of the lair to call its own.

Wyrmling

Once the wyrmling is content that it has a suitable lair and a steady food supply, the dragon will settle down and begin exploring its capabilities; such as by fighting with nearby creatures, exploring the surrounding areas, and spending hours in deep meditation. If a mentor is available, the wyrmling has the opportunity to learn from them. Good dragons will often permit the wyrmling to visit once every several days, or maybe every score of days, for perhaps a few decades. Evil dragons are less inclined to offer such services, but may do so if the wyrmling proves to be useful.

Across all such mentorships though, the wyrmling is always required to show complete respect and deference, which naturally includes praises and gifts of all kinds. If the relationship sours, it is usually terminated immediately, often through the death of the wyrmling in the case of evil dragons.

Matured Wyrmling

In its first several years, a wyrmling doubles in size, though its head and feet still seem a little too big for its frame. The dragon's increase in size often means that it needs to find a new lair, and many leave their parental support around this time, assuming that they have it. This is more common amongst the metallic dragons, as their parental figures are more likely to offer help from a distance instead of complete indifference. Dragons also become notably more confident after several years of life.

Burgeoning Young

By the time dragons are through with their wyrmling stages, they are beginning the growth spurt that will carry them to their adult size, and their head and feet almost seem to fit the rest of them. Their intellect becomes even more honed, and they begin to truly master their innate abilities.

This is usually the point at which the dragon begins to feel heavily inclined to collect a hoard in its own territory, and begins to research possible lairs for itself, if it has not done so already. In some cases, though, the dragon observes the surroundings and recognizes that it will be more advantageous to remain where it is for just a while longer.

Young dragons are often so eager to build their own hoards (having left the comfort of their parents' sizable hoard and gone to literally nothing) that they are not usually very selective in their choices of targets of the target's treasure, they will attack just about anything to add whatever it has to their hoard.

Young

By this time, the dragon has usually reached the size of a large horse. The dragon certainly leaves to find its own lair if it has not already done so, choosing a place that it has previously scouted out, as its pride cannot conceive that the dragon would squander its potential in such a place any longer. To be fair, an elder dragon raising young dragons often begins to feel that the young dragons are seriously encroaching on it at this point, and may get violent towards them if the young are not showing signs of departure. Many dragons are known to begin exhibiting magical capacities beyond the standard innate abilities that they are born with around this time.

Matured Young

When a dragon enters this stage, it is able (though not always inclined) to mate and have its own clutch of wyrmlings. It is preparing to be an adult, and its power has grown immensely since its early days.

At this point, the dragon severs most of its ties with its nestmates, mentors, parental figures, and other guiding persons–though it may still consider such to be distant allies, or possibly enemies to contend with. When the dragon left its parental figure's lair, it was expected to make a name for itself and never return unless specifically invited–which is practically unheard of. Most dragons know exactly what they want by this point though (and a general idea of how to pursue it) and so such expectations are largely incidental.

The dragon is now entirely independent, or very close to being so, at the very least. Many dragons also begin to truly master the additional magical abilities that became apparent in the previous stage.

Burgeoning Adult

By now, the dragon is beginning to enter dragon society as an adult. Some dragons are hesitant to consider the dragon as an adult before it reaches 200 years old, but even that is accomplished in this stage. The dragon's growth has also begun to slow, but its physicality is just beginning to peak. This includes its ability to procreate, and the dragon's desire (and social ability) to do so is often piqued now that it has entered society as an adult.

Having grown to the adult size, the dragon fills out more and becomes even more muscular and robust. The dragon's mind continues to improve as well, as advanced tactics, intricate traps, and magical formulae come to its mind easier than ever before – and the dragon does not hesitate to use these abilities to assert its dominance over all within its reach.

Dragons who have reached this point are less likely to attack in the interest of treasure unless the amount of treasure is significant compared to the effort expended–though they may still descend upon such for food or for sport.

Adult

As an adult, the dragon's physical strength, mental capacity, and magical prowess continue to expand–though there is little obvious change to the naked eye. The dragon is now fully confident in itself, but no longer content to only receive simple instant gratification (though it does continue to do that). An adult dragon is willing to articulate plans and concoct schemes that may take years or decades to come to fruition–and the dragon will exhibit exactly as much involvement (or lack thereof) in the affairs around it as it wants to. The dragon has surely built up a notable reputation by now, and will undoubtedly begin contesting against other dragons and adventurers. Because of this, the dragon will sometimes relocate to a lair more fitting of its notable status–with, of course, no concern for who or what is already there.

Matured Adult

A matured adult's growth slows, but does not quite stop during this time. It is also usually at this point that a dragon begins to show signs of aging, such as weathered scales and pupil-less eyes, the latter of which is a significant sign of status in draconic culture. Some dragons may have a final set of wyrmlings as their reproductive systems begin to shut down, especially since the dragon begins to truly appreciate the value of establishing legacies that will endure the ages as it continues to grow older. By this point, the dragon has lived for so long that it has become increasingly patient, willing to lie in wait for years or even decades as it assesses every aspect of a situation before acting.

Burgeoning Ancient

Now several hundred years old, the dragon grows even more resistant to physical punishment, and begins to truly master awesome magical capabilities. This incredible power does not come without a cost though, as age continues to take its toll on the dragon. Females can no longer lay eggs, and some of them take up tutoring and mentoring the young of other dragons as a replacement. Many dragons begin to grow bored as fewer and fewer things present any kind of an exciting challenge, a problem that only increases as the dragon grows even bigger and more powerful.

Ancient

At this point, the dragon has aged into a powerful entity that can shake worlds and topple empires. Long gone are the days of the little wyrmling searching for a corner, as the dragon continues to slowly grow, even after reaching the size of a house. Now more than ever before is the dragon stubborn and unyielding. Even the best-intentioned ancient dragons are ruthless and unforgiving masters and rulers. Males are no longer dependably fertile, and some of them take up guiding the young of others as the females did in the previous stage. Some continue to mate, however, and may still produce viable eggs. At this point, only the most powerful of mortals are worth their attention, though some dragons will watch them very closely out of either the hopes that they become strong enough to present something interesting or out of sheer boredom.

Matured Ancient

The dragon has matured and lived for more than a thousand years, an impressive feat even to dragons. The oldest dragons are held in the highest respect and fear, even amongst other dragons, as their power becomes nigh unto god-like if they remain healthy. These dragons are the paragon of their species, exhibiting the full extent of their physical, mental, and magical powers.

Unfortunately for many, some of these god-like beings see no problem with fully indulging in any appetite or desire, no matter how whimsical it may be. The effect that these dragons have on humanoids and other such mortal races has fallen beneath their notice, or at the very least beneath their concern, and they might devour an entire town's worth of denizens or raze an entire kingdom out of sheer boredom. The dragon begins to stop growing stronger now, though it does continue to grow larger–fate's final blessing, and curse, to the mighty Wyrm.

Twilight

Dragons themselves are likely to exaggerate their ages, sometimes quite grossly, while also implying that others are younger than they actually are.

What is certain is that dragons enter what is colloquially known as the "Twilight" stage before their age finally overtakes them. This final stage is where the dragon's weight, both in mass and in memory, begins to become too much for a mortal frame and the dragon slowly descends into a raving lump of mindless flesh. Some dragons prefer to avoid the Twilight entirely, even when they are centuries away from their ultimate demise, as they find the very process degrading.

Eggs

Eggs are generally the same color as their parents, have similar immunities, and are an elongated ovoid shape with a hard stony shell. Eggs are usually placed in a nest of loose material, and their shape gives them resistance to pressure, allowing the parents to walk, fight, sleep, and perform other regular activities without fear of breaking the eggs. If the dragons leave their eggs unattended, which is not uncommon for some dragons, the nest is hidden and the parents are careful not to approach too close unless danger is present.

Dragon eggs are small–usually a few feet long, a foot or two wide, and weighing 50-75 pounds–and every dragon egg is slightly different. Below is an example of a nondescript dragon egg that is almost ready to hatch, but you can create your own (slightly stronger and more accurate to the dragon species) by giving the dragon egg the same damage immunities and resistances as the dragon inside.

Dragon eggs, by virtue of the process by which they were made, are able to provide the proper nutrition to the wyrmling inside. In the earlier stages, wyrmlings are unconscious, though this does not stop many dragons from having entire one-sided conversations

Dragon Egg

Tiny dragon, unaligned

Armor Class 12 (natural armor)
Hit Points 10 (4d4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Senses passive Perception 5
Languages –
Challenge 0 (10 XP)
Proficiency Bonus +2

Incapacitated. The egg is permanently incapacitated.

with their eggs. During the latest portions of incubation, the shell also weakens as the last bits of energy and nutrition are drawn from it.

Even a new dragon still inside of an egg hates to be trapped, and a wyrmling will impatiently attack the shell holding them captive (as soon as they are conscious enough to do so) with whatever means are available to it–including the early beginnings of the dragon's breath weapon.

Incubation Conditions

The wyrmling encased in an egg requires certain conditions if it is to survive long enough to hatch, based on the primary damage type of the dragon. Eggs must incubate in the following conditions for 240 days before they hatch unassisted.

Acid. The egg must be kept in acid strong enough to deal damage every several seconds, such as tainted bogs or some hot springs.

Cold. The egg must be buried in snow, encased in ice, or kept in an environment cold enough to freeze water.

Fire. The egg must be kept in an open flame, or in an environment with a temperature at least hot enough to char the bare skin of a human.

Force. The egg must be kept in an environment heavily influenced by ambient magic, such as regions near portals, wild magic areas, and even some academies of arcane arts.

Lightning. For half of each day, the egg must be kept in a hot environment, followed by a half a day in a cool environment – such as beach sand, where the sun warms the egg, and then the tide cools it.

Necrotic. The egg must either be kept at areas that frequently contain the dead and dying, such as graveyards or tar pits, or else daily have the blood of freshly killed creatures spilled over it.

Poison. The egg must be kept in a toxic environment where the atmosphere itself is fatal to humans, or be kept in materials saturated with poisons. Such locations may include caves filled with volcanic gases or soil containing heavy traces of deadly compounds.

Psychic. The egg must be kept in an environment that induces hallucinations, or otherwise influences the mind of natural creatures. Such locations may include enchanted forests or near crevices releasing certain gases.

Radiant. The egg must be kept at prominent sacred locations or similar holy sites, such as temples and other blessed areas.

Thunder. The egg must be kept at a location where the wind actively tussles the surrounding area at least twice per day and where thunder either echoes throughout or travels easily. Such locations may include canyons, rolling hills, and mountaintops.

Hatching

Wyrmlings begin to become sentient in their eggs when they have 90 days left until hatching. Helping a dragon hatch does not harm the dragon, though many believe that it does, and the wyrmling will be famished and willing to eat just about anything once it hatches. The eyes of a newly hatched dragon are blind for up to an entire day after hatching, but they can still use their other senses to navigate.

It can take a hatchling anywhere between 1 minute and 1 hour to emerge from its egg unassisted.

Unhealthy Hatching. For every day that a dragon egg is not in an appropriate incubating environment, the wyrmling inside must make a death saving throw. If a dragon is hatched early, or endures extended periods in improper incubating environments, it must succeed on a DC 15 Constitution saving throw upon being hatched or die. This DC increases to DC 20 if the dragon is hatched before it has incubated for at least 150 days.

Development

Dragons must actively develop skills such as language in the same way that humans do; through observation, practice, and learning. For flight, gliding is instinctive, but if the dragon is raised on the ground it may very well become afraid of heights. Just like a humanoid learning to walk, it is likely a dragon learning to fly will fall a few times before getting the hang of it. It usually takes a dragon 1 month to learn to fly without assistance, or as long as several months if the dragon has no teacher.

Magical abilities are a similar story, but with an even more limited scope in the means by which the dragon can learn. Dragons can only access their innate magical potential by either being exposed to it through their parents upon hatching, or under the tutelage of another dragon of the same species, though the dragon in question may develop other abilities in an attempt to compensate.

Luckily, magic comes easily to the mind of a dragon, and dragons don't need more than 6 hours of guided practice before they can begin learning on their own. Some dragons even grasp magic well enough to depart from formal instruction after only an hour or two.

Biomechanical features, such as breath weapons and damage immunities, do not need to be learned and will come naturally to a dragon.

Dragon naming does not have a specific setup. A dragon may take any number of names, or accept any number of names, at any given point.

When a dragon first emerges from its egg, it assumes that the first creature it sees is its biological parent. Dragons are highly intelligent though, and a dragon will discover this mistake within its first few years at the latest.

The dragon's reaction to this realization differs depending on the dragon's temperament. Most good dragons will appreciate good treatment and an environment that matches their disposition, most evil dragons will begin to scheme as to how they can further manipulate the relationship to their advantage, most lawful dragons will seek to learn and set themselves up as the arbiter of the situation, and most chaotic dragons will simply leave after taking everything of value; including the lives of those around them, if the dragon is evil. Regardless, wyrmlings tend to instinctually defer to older dragons, but usually disdain direction from other creatures.

Metallic dragons are the main exception to this. They usually like to have a figure to look up to, and if the only available role models are humanoids, it will often accept one as its guiding light so long as the humanoid is not obviously less intelligent than the dragon itself is.

Variant: Bonding Checks with a Wyrmling

Though difficult, it is possible to form a bond of trust with a newly hatched wyrmling. This is not an easy task, and is only accomplished after 1d6+1 successive days of successful contested Intelligence checks within the dragon's first week; as the creature attempting to gain the dragon's trust tries to influence the dragon while it is most impressionable and still formulating its views. It is worth noting that a baby dragon, while incredibly intelligent, is still a child and will behave as such.

If the wyrmling accepts the creature attempting to bond with it, the dragon thereafter only requires one out of every seven days to be spent with its trainer (though many creatures raising a dragon will offer more than this), but the process as a whole takes 5 years. If the wyrmling rejects the bond, it will attempt to escape, usually feigning compliance and waiting until a particularly opportune moment.

Even if the wyrmling does accept the other creature, the dragon grows into a matured wyrmling after the 5 years and may decide that the bond no longer serves it. At this point, the dragon and the creature raising it make another contested Intelligence check. Usually, the dragon rolls with advantage while the other creature rolls with disadvantage. If the dragon succeeds, it attempts to escape as noted above. If the other creature succeeds, then the dragon continues to strengthen the bond with the creature–at least temporarily–and the creature can begin training the dragon to perform tasks, such as serving as a mount. Training a wyrmling to serve as a mount takes 6 weeks and a successful DC 25 Wisdom (Animal Handling) check.

Bonding with Wyrmlings

As a dragon ages, it may come to respect the abilities of creatures other than dragons. Wyrmlings, though, will often initially view practically all other creatures as silly at the very least–especially if the creature is attempting to give the dragon "an upbringing", or worse, discipline it. The wyrmling knows that it is a dragon while others are not, as well as a piece of what this entails, and it will lean very heavily on this worldview as it begins to grow. Some creatures though, especially particularly determined adventurers, may try to bond with and train a newly hatched wyrmling.

Many people may want to rear a dragon as a friend and an ally. While dragons do not view friendship in the same way that humanoids do, the most significant detractor here is that the person and the dragon must have practically the exact same temperament, outlook, and disposition. Otherwise, the dragon may temporarily accept the person as a transient ally, but will not continue to work towards the said person's goals.

Mating

Females can begin producing eggs at some point between their young and adult stages, and males can fertilize eggs beginning at similar ages.

Interbreeding between different types and categories of dragons can and does happen sometimes, but most eggs from intercetegorical crosses produce infertile offspring with unusual traits.

These abnormalities may exhibit as superficial physical oddities such as an appearance resembling a mixture of both parents, new shades of color, unusual arrangements of horns, size differences, and proportional discrepancies. They may also exhibit as new abilities, such as unprecedented breath weapons, alternate physicalities, biological attributes like amphibiousness, body parts with previously unknown properties, and even the loss or addition of entire limbs in the more acute cases. Unique personality traits, idiosyncrasies, and tastes and preferences may also develop.

Chromatic dragons seem to have the most predictable outcomes when mating with dragons other than their own kind, and metallic dragons are the most prone to strange and unexpected results. Other dragons tend to fall somewhere between the two.

Crosses between metallic and chromatic dragons are especially rare as both share a mutual hatred for the other. In order for a cross between the two categories to occur, a chromatic needs to be willing to abase itself to a metallic, a metallic needs to be willing to

defile itself with a chromatic, and the two need to meet and acknowledge this fact to each other. If either is unwilling, it would rather die fighting–and if the intent to breed together was not a carefully kept secret, it would almost certainly result in outrage amongst dragons of the same type and incur the wrath and violence thereof.

If a cross between a chromatic and a metallic does happen, the results produce some of the strangest dragons. Some scholars postulate that this is the origin of the more unusual dragon species.

Old Age

In addition to cases of diverse mentalities due to inbreeding, a much more common cerebral issue that many dragons eventually face is a slow descent into senility. As much as 75% of dragons will eventually sustain at least one kind of long term or short term madness. Many dragons are prone to have psychological disorders that are aligned with their dispositions; brasses becoming pathological liars, golds engaging in megalomaniacal thinking, and so on. Dragons of all types have a tendency towards addiction.

Good dragons usually tolerate mental differences, but evil dragons often see it as a weakness and an invitation to attack.

Death

Few dragons live to their full potential lifespans, for a myriad of reasons. Most dragons are eventually defeated by adventurers or rival dragons before the burden of their own selves becomes too much for them. Dragons have usually stopped growing stronger when they reach 1,500 years old, which marks the beginning of the end of the dragon, and the first time that the dragon has ever experienced a decline in its power. The dragon continues to grow in size, and their mind can still be improved as well if the dragon is lucky. More often though, the dragon's mentality falters as well, and the dragon either dies in a fit of raving insanity at some point or becomes completely incapacitated by its sheer size if it is not brought to some other end.

The most common events that result in the end of a dragon's life are, in no particular order:

Optional Rule: Effects of Old Age

The few dragons who survive for as long as 1,500 years (most die before then to brave adventuring parties) are in danger of going senile. Around age 1,500 and again every 500 years after that, a dragon's walking speed reduces by 10 feet and its flying speed by 20 feet. It takes a cumulative -2 penalty to all saving throw bonuses, saving throw DCs, and attack rolls. It also takes 1 random form of indefinite madness from the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Madness. As mentioned above, the majority of dragons suffer from madness as they grow older, usually accompanied by symptoms consistent with their alignment; Savior or Hero complexes for metallics, Medusa or Laius complexes for chromatics, etc. A dragon old enough to be possessed with extreme madness that is not brought to its end by some other means often collapses and dies in a writhing lump of mindless flesh.

Guardianship. An adult or older dragon can quickly consume copious amounts of its treasure and then transform into a literal geographic feature that is reminiscent of the dragon itself. A lake created in this way, for example, may resemble the outline of a dragon.

Exactly how much treasure is required to complete this ritual, and why it is even necessary, is uncertain. However, it has been observed that dragons who pursue this option consume at least the vast majority of their treasure, and there does seem to be a minimum value requirement in order to be successful, with the lowest estimates being over 100,000 gp. Some have noted that dragons always begin with the treasure that it has had the longest, and assume that the treasure must have some actual spiritual significance to the dragon's anima, with expensive treasure and treasure that has been in its possession for longer being somehow more significant.

The essence of the dragon lingers in the created environment, and it can be contacted innately by dragons, occasionally bestowing the benefits of commune. Some say that eggs laid in these areas cannot be found nor disturbed by intruders, while wyrmlings will receive frequent mentoring–supposedly because of and from the dragon's essence. While this is not always true, some have found this to be the case.

These regions are popular locations for dragons to form their lairs, and the essence sometimes even protects the treasure of living dragons by taking the form of a draconic spirit guardian.

Small amounts of basic treasure (such as some coinage) from the departed dragon may remain here, but there is an uncharacteristic taboo amongst dragons that warns against disturbing such treasure. Discovering such a site is supposed to be a sign of tremendous fortune for dragons of the same species.

Departure. An adult or older dragon can also quickly consume enormous amounts of treasure, as described above, and effectively will its anima into the afterlife. Following this final meal of sorts, but before the process is complete, the dragon often goes to a dragon graveyard–an ancient location where dragons have gone to put their bodies at rest for eons. These are usually nearly impossible to get to, and almost always require flight, aquatic travel, or similarly difficult journeys.

Some dragons are able to delay their validity for departure once they have consumed their treasure, partially to allow them time to arrive at the graveyard, but never for more than 10 days.

If the dragon does not complete the process soon enough, it loses the opportunity to do so and cannot attempt again until it amasses the appropriate treasure. In doing so, it has almost certainly damned itself to physical and mental torment until it dies either by painful ineptitude or outside forces. Due to unknown reasons, this simple departure is not a viable option for many (usually evil) dragons–making it a somewhat risky and sometimes terrifying choice for certain dragons.

The supernatural nature of so many dragons, even in death, is often enough to create blurred lines between the material plane and other planes in the aforementioned graveyards. It is not unheard of for the existing dragon carcasses to animate, or for the ghosts of dragons to be seen here–whether to welcome a dragon who has come to rest, or to protect the site from outsiders.

Even still, with all the hazards and dangers, there are tales which say that the dragon remains in these locations often leave behind much of the treasure that they consumed before death–a temptation that some cannot ignore.

Dracolichdom. Evil dragons may pursue the path of lichdom by gathering assistants, creating a phylactery, preparing a poisonous potion, and willing their anima into the phylactery upon death. From the phylactery, the anima can possess any dead body nearby, including its former host. If the current body is ever destroyed, the anima returns to the phylactery to repeat the process. More information can be found in the dracolich entry from the *Monster Manual*.

Hollow Dragons. Many metallic dragons may want to endure beyond mortality, but are not willing to take the foul essence of undeath. Such dragons might undergo a ritual by which they unleash the churning element inherent in their nature. This element consumes their flesh, leaving behind only metallic scales powered by elemental force and directed by the dragon's anima; a form that seems more mechanical than anything else.

Transcendence. If the physical strength of an adult or older dragon becomes the weakest aspect of the dragon as a whole, the dragon's anima multiplies in power and is able to free itself from its mortal confines. This is extremely rare because dragons are often plagued with mental weaknesses as their age progresses (and are rarely ever emotionally stable to begin with) amongst other things. However, if this does occur, the dragon feels a strange metaphysical tension as its anima attempts to pull away from its insufficient physical form. The dragon is aware of the general idea as to what is happening if this occurs, and must make a conscious decision to either accept transcendence and leave behind all physical belongings, or refuse and continue living as it is.

If the dragon moves into this new stage, its anima leaves its physical form and takes the appearance of an incorporeal dragon, while the body instantly withers and dies. If the dragon chooses against this, the dragon's anima remains in the dragon's body, said anima returns to its former and lesser power, no visible change is made, and the entire experience is erased from the dragon's memory. The whole course of this can occur in the blink of an eye, and a dragon receives only one chance at transcendence in its lifetime. Usually, a dragon does not know how the opportunity for transcendence was created.

A dragon's transcendent anima can still be destroyed if it comes to a violent or otherwise forceful end, but it suffers no negative effects from aging and is no longer confined by many of mortality's limitations.

Immortality. Gods sometimes decide that a dragon does not deserve to die and will hand pick them to become immortal servants. These servants can sometimes even become a spiritual auxiliary of the god themselves, innately connected to the god's very essence. Such an anima lives on and will continue as a spiritual being serving the given god. This anima remembers its mortal life, keeps all aspects of its personality, and is not a valid target for spells that target dead beings such as resurrection and revivify. Many such beings are gifted with the ability to manifest physical forms if they so desire, but rarely do. Some dragons seek this honor actively, and may spend the last portions of their life making tremendous offerings and seeking to contact their gods. Occasionally, these dragons disappear, though nobody (not even dragons) know whether it has ever been successful.

Ibahalii-marfedelom. A draconic expression that directly translates to "glory-death", many dragons will perform some final acts before and during the ultimate undertaking that they expect to be their undoing. The phrase denotes both the dragon's glory in preserving its dignity when it dies, as well as the end of the dragon's mortal glory, and many of the more intelligent dragons specifically undertake particularly perilous endeavors as part of their "ibahalii-marfedelom" in order to embrace death and avoid the physical and mental decline that is so common amongst dragons. Any "ibahalii-marfedelom" may be as extravagant as an explosive rampage across an entire country, or as quiet as a final audience amongst family and friends. Common examples may include a dramatic challenge issued to a rival in which the dragon demands a fight to the death, a righteous suicide mission against an opposing evil army, a high-risk and unproven experiment, or other such similar endeavors.

These last moments are usually referred to as "aribahaliic" or "aribahaliiri", both meaning "the said dragon's glories", with the former being a verb and the latter being a noun. Regardless of the dragon's specific species, if the dragon's hoard is not used in some part of the dragon's final acts, the distribution (or lack thereof) is always a key point that all dragons make specific plans around.

Ascendancy. Some dragons attempt to harness their incredible potential and ascend mortality, seeking to become gods. The oldest ancient dragons (the only viable candidates) usually begin doing so by consuming enormous amounts of treasure, as described above, and finding ways to increase their physical strength, mental capacity, reflexive agility, force of will, movement speed, healing abilities, and attunement to the weave.

This is practically impossible, but some dragons look to examples such as Gruaghlothor and Sardior and pursue it anyway. Almost exclusively, this can only happen through intense arcane intervention, but some dragons also beseech the divine intervention of an existing god–committing themselves to be the perfect extension of the god (should the dragon succeed) in exchange for potentially adding that god's power to the process. These offers, of course, are only accepted from thoroughly sincere prayers.

This process is one that usually takes place over long periods of time, and dragons begin to know that they are succeeding if they see signs such as the following: they are becoming immune to outside efforts to alter their mind or body, they become more resistant to attacks made against them, they gain limited magic immunity, they stop aging, and discorporate if defeated. Those who find enough success in this path to ascendancy and gain worshippers have also obtained enough power to be able to grant spells to said worshippers.

Anatomy

External Anatomy

Dragons are reptilian at the surface level, and are technically reptiles, but many aspects of their biology follow a more feline design. The eyes especially have an appearance and function similar to a cat's eye, with sclera (whites) of lighter colors. They also have a second iris and pupil, which they can rotate for extremely accurate depth perception and focus. Dragons have multiple eyelids, the innermost being completely clear, to protect and clean the surface of the dragon's eyes. A dragon's eyes glow in the dark, but it can hide the glow by closing one or more of it's inner eyelids without affecting its vision. Dragons also have an extra lens in their eye, which rests behind the outer lens and can polarize incoming light, and magnify it–providing excellent long-distance vision, even in the dark.

Dragon ears, on those that have them, are indistinguishable from frills on its head–especially when resting. The ears of an active dragon are constantly moving to listen to the surrounding environment, while frills help to stabilize the dragon while flying or swimming.

A dragon also has a powerful jaw, forked tongue, and sharp teeth. Dragon teeth are built much like dragon bones are, complete with marrow instead of pulp, rather than containing enamel and dentin like most creature's teeth do. The dragon also grows new sets of teeth as it grows. This means that if a dragon loses a tooth, a new one will eventually take its place, but the

dragon will be missing a tooth (until the new one comes in) unless it has a way to heal itself magically. Interestingly, the same is also true for the dragon's claws. These features are more designed for tearing flesh into pieces rather than chewing it, and many dragons swallow their food in large chunks.

A dragon has more strength in closing its mouth than in opening it, but most dragons still have impressive force when opening. Dragons can also unhinge their jaw, and can swallow anything that fits in their mouth, but they rarely find occasion to do so.

Horns on a dragon are primarily for show, though they can protect the dragon's head and neck. Horns stem directly from the skull. Spines, while softer and more flexible, are similar–rooted in the dragon's skin and skeleton and connected by ligaments, making them mobile. Most dragon spines tend to grow along the dragon's back and tail.

Legs (on most dragons that have them) protrude directly under the dragon and usually end in clawed feet, much like a bird's, but often with a small thumb-like digit farther back on the foot. This allows them to hold and carry some objects in their front claws, but does not provide enough control to precisely use tools, write, or wield normal weapons. The back feet are even less dexterous. **Celestial dragons** are one of the prime exceptions here, as their digits are not only longer than most other dragon's, but much nimbler as well. This allows them to truly grip smaller enemies in their claws, a feat that most dragons cannot manage very well.

The main purpose of a dragon's tail is to act as a rudder in flight and a weapon in fights.

Dragon wings are the dragon's main propulsion in flying and, with some help from the tail, often in swimming as well. Lift comes from powerful muscles in the dragon's chest, and the structure consists of a membrane stretched over a framework of strong but lightweight bones, similar to a bat's. Dragon wings are usually large enough that only many sizable tears will damage them beyond their ability to provide flight. Any such damage usually heals relatively quickly. Dragons with wings that run the length of the dragon's body have similar structures that connect to frills, giving the wings their long fin-like appearance.

Some note the extreme size and weight of larger dragons, and upon seeing that they can still fly, assume that the dragon's flight capabilities are magical. This is not true, a dragon flies due to its anatomy and metabolism, similar to large birds such as condors. Under the right conditions, a strong dragon can travel by wing for days on end with no resting. Wyrmlings are the exception, as their wings are proportionally much smaller, and their flight patterns are more akin to that of a bat.

Dragons are also deceptively maneuverable, and can get through spaces that barely fit them by folding their wings and coasting or diving through. Sharp turns on the wing are more difficult, but still possible within a certain degree.

While not airborne, a dragon can move with all the grace and poise of a cat, though many dragons are lazy and prefer to walk more like a horse. A dragon usually keeps it's tail aloft as it walks, but again comparing them to felines and horses, a dragon may let it's tail droop and swing as it walks. A dragon's running is also comparable to a horse, with the front legs being used together and the back legs working as a pair. The wings are used to maintain balance while running, and the tail is usually held off the ground.

Many dragons swim with a form somewhat comparable to their flying, though some are more adept at it than others, often adding side-to-side motions similar to that of other swimming reptiles. Dragons that are especially adapted to swimming can breathe and even use their breath weapons normally while submerged, but others must hold their breath to avoid drowning and take other such precautions. A dragon holding its breath underwater can expend all of its breath to use it's breath weapon once.

Some dragons also have adaptations that allow them to burrow with impressive proficiency, but they can usually only move through softer substances such as loose sand, soft mud, loamy soil, fresh snow, and the like. Many dragons also refuse to burrow through terrain that is not to their liking; white dragons, for example, usually will not burrow through anything other than snow or ice.

Dragons have a high pain tolerance, but are also acutely aware of anything that causes them pain. Anything capable of harming them usually receives their full attention.

Internal anatomy

Dragons have approximately 500 bones, about twice as many as humans. Most of the "extra" bones are included in the dragon's wings and spine. Dragon bones are both immensely strong and exceptionally light, constructed with a hollow center and thick walls, with blood vessels and connective tissues running between the layers. The sternum provides the anchor necessary for the dragon's powerful flight muscles, with the rest of the chest supporting the front legs and the wings. All true dragons have exactly 68 vertebrae, and some say that dragon bones are able to aid in healing.

Dragons have eyes that are slightly larger than they would appear from the outside. The eye's size improves the dragon's ability to see, while the range of the eye gives it an expansive field of vision. Stories say that the eyes of a dragon can be extracted and used in rituals to learn more about the dragon and locations closely associated with the dragon.

Dragon brains are massive, even for such large creatures, and grow for as long as the dragon's skull does. It has large centers connected to both the senses and memory, as well as an entire lobe dedicated to instinctive learning and predatory manipulation of fear. This is where the dragon's Frightful Presence comes from; a dragon's heightened ability to notice and understand

exactly what each creature surrounding it is afraid of, and an impressive ability to draw on those fears and use it to the dragon's advantage. Consuming the brains of a dragon has been said to bestow knowledge from the dragon's life upon the consumer.

The throat of a dragon is complex, providing the dragon with access to it's respiration, digestion, and breath weapon, as well as a voice box with extensive capacity.

A dragon's heart sits just behind the sternum in the center of the chest, in front of the lungs–which are enormous and occupy much of the area of the chest cavity. The lungs extract oxygen from both inhalation and exhalation, producing the dragon's breath weapon via secretions from the heart and draconis fundamentum: a gland situated between the heart and the lungs which receives blood directly from the heart before concentrating the immense power contained in the blood and allowing it to move throughout the body.

Both dragon heart and blood are supposed to temporarily raise the competence of a person for any skill. A dragon's supernatural aspects (including the dragon's breath weapon) and impressive metabolism are all at least partially dependent on the draconis fundamentum. Channels run directly from the draconis fundamentum to the wings, the lungs, and the gizzard, powering these extraordinary functions. A dragon can also voluntarily slow down its heartbeat, allowing it to hibernate in the cycles mentioned earlier for hundreds of years. On a similar note, dragon blood is very dark, and appears almost black.

The majority of an average dragon's digestion occurs in the dragon's gizzard, which is separated into two chambers. The smaller first chamber is a maelstrom of powerful energy, identical to the dragon's breath weapon, and this collection of energy actually becomes a breath weapon when ejected out of the dragon. Dragons that do secondary damage when they bite (such as the sun dragon) do so because their gizzard leaks traces of the energy into the dragon's other systems, and dragons have also been known to sweat, burp, drool, or exhale traces of their respective energies.

The second chamber of the gizzard contains a chaotic mass of energy surrounded by churning bony plates that protect the rest of the dragon from the power within. Anything passing through this section of the gizzard is broken up into tiny particles and passed to the intestines, where it is quickly absorbed and distributed throughout the dragon's body. This is one reason why dragons can eat so much so quickly; they don't have to wait for a stomach to digest the food–it is simply swallowed and moved to the gizzard, where it is almost immediately digested and passed to the body.

Assuming that it is available, most dragons will gladly consume half their weight (or more!) in meat every day–even though they only need about 15%-20% of their weight in organic food daily to maintain good health.

The muscle structure of a dragon is similar to that of a powerful cat, but with larger muscles in the chest, neck, and tail. Most notably different are the flight muscles–in the chest and wings–which demand and use enormous amounts of energy from the draconis fundamentum.

As most predators do, dragons have very keen senses. These senses continue to improve over the dragon's lifetime, as the dragon's mind becomes more and more perceptive. The organs that direct these senses do not necessarily improve as the dragon ages, but the mind of the dragon becomes increasingly aware of its surroundings and able to sift through increasing amounts of information.

A dragon's vision is especially noteworthy, with phenomenal depth perception and incredible peripheries. Their eyes adapt quickly to changes in amounts of, and kinds of, light. Like many birds of prey, dragons can even look directly at the sun without any negative effects. However, unlike those birds, dragons also have exceptional darkvision.

A dragon's ability to smell is also particularly keen, and it uses both its nose and its tongue, similar to how a snake does. Part of the dragon's ability to perceive its surroundings even when blind comes from the dragon's incredible sense of smell. Because of this, sneaking up on a dragon is nearly impossible, and once the dragon has the scent of a creature it is almost impossible to hide from it within a certain range.

A dragon's ears are sharp, at least as sensitive as a human's. All dragons, however, are better at sifting through audible information and discerning important sounds from simple background noises.

A dragon's blindsense is due to a number of contributing factors. Their ability to pick up sounds, scents, and miniscule evidence such as air currents, combined with an impressive intuition, provide the dragon the ability to "see" at close range without the use of its eyes.

As with all of the other senses, a dragon's sense of taste is able to discern even the slightest differences in food and water, and many dragons pick up very specific preferences throughout their lives. Red dragons, for example, are known to commonly particularly relish the flesh of young female humanoids. Many dragons can list every component of an item after a single taste, and sometimes even the amounts. It has also been noted that dragons are not particularly appreciative of sweet flavors, for unknown reasons.

The sense of touch possessed by a dragon is dependent largely on the dragon's stage of life. Younger dragons have thinner hides and are therefore able to discern tactile differences more easily. This leads older dragons to have very muted senses of touch. The tongue proves the most useful at distinguishing textures, but is not particularly sensitive. Some suggest that this is why dragons prefer to sleep on treasure; the objects provide a surface that the dragon can actually feel.

Size

The vast majority of dragons are 5 feet long (Medium) when they hatch, reaching double that (Large) in the young stage, and triple that (Huge) in the adult stage. Eventually, dragons grow into the colossal behemoths (Gargantuan) of myth and legend as they proceed into their ancient stage and beyond. There are some exceptions to this rule, however, and these are noted below:

Amber. Wyrmlings are about 2 feet long (Small) with a growth spurt between their young and adult stages, during which they double in size from around 4 feet (Medium) to around 8 feet (Large). These dragons eventually get over 10-12 feet long, but rarely much more, even as they mature into ancients.

Celestial. Wyrmlings are about 100 feet long (Gargantuan) upon hatching, and still almost double in size by the time they are young. This leads to them being hundreds of feet long in a comparatively short amount of time, and several hundreds of feet long as ancients.

Cobalt. Wyrmlings are the average size, and grow at comparable rates, but their growth slows much earlier and more dramatically than other dragons, meaning that the vast majority of cobalt dragons never get as large as most other types of dragons.

Hex. Wyrmlings are about 4 feet long (Small) but otherwise grow at the standard rate. The hex and the tome dragons are unique in that they stop getting longer and taller when they complete their first millennium.

Lung. The yu lung and its higher forms deviate from the norm in that the creature does not only grow stronger, but actually changes it's very nature when it reaches the young stage. The yu lung is always several feet long (Medium) and its successive stage does not usually exist in sizes smaller than that. In all other respects, it matures and grows as normal for a dragon.

Nickel. Wyrmlings are the average size, and grow at comparable rates, but their growth slows much earlier and more dramatically than other dragons, meaning that the vast majority of nickel dragons never get as large as most other types of dragons.

Orium. Wyrmlings are the average size, and grow at comparable rates, but their growth slows much earlier and more dramatically than other dragons, meaning that the vast majority of steel dragons never get as large as most other types of dragons.

Steel. Wyrmlings are a bit small compared to most other dragons, being only a few feet long, and retain a relatively small and slender build all throughout their lives. Even after hundreds or even thousands of years, they tend to be smaller than the majority of dragons their age.

Stellar. All stellar dragons are enormous, with even wyrmlings being at least 100 feet long. They also grow at ludicrous speeds, and it is not uncommon for them to eventually become miles and miles long.

Sun. While the sun dragon follows a regular pattern of growth all the way through its adult years, the dragon actually begins to shrink once it becomes ancient, and does not stop doing so until it dies. The oldest sun dragons are less than a foot long.

Tome. Wyrmlings are about 3 feet long (Small) and grow exponentially, reaching 6 feet around the young stage and 12 feet around the adult stage, before growing into their gargantuan potential. The hex and the tome dragons are unique in that they stop getting longer and taller when they complete their first millennium.

Dragons and Disease

While mystical and powerful, dragons are just as mortal as humans and are subject to various diseases, from simple ailments to deadly epidemics. Dragons with magical abilities applicable to health and healing obviously fare the best against such, but not many dragons are experts in these areas. Because of their massive size and natural inclination to ignore environmental effects, dragons often require more magic than humanoids do in order to be healed of diseases.

Most diseases are passed through bodily fluids, and some are airborne. The majority of dragons will isolate themselves when infected to prevent spread, with the exception of white dragons–one reason why the white dragon constantly suffers from boom and bust cycles of population. Evil dragons, especially black dragons, have been known to weaponize disease.

Other forms of malady, such as congenital illnesses, allergies, and other conditions known to affect humans (like hemophilia, the inability to clot blood) can be present among dragons. These are extremely rare, except in situations such as inbreeding that foster such outcomes, and can include stunted growth, blindness, deafness, mental effects, and dragon-specific syndromes such as the inability to control one's breath weapon. Physical deformities can occur, but evil dragons are quick to dispose of such offspring, and while good dragons may strive to protect them, they rarely reach maturity.

Diet and Metabolism

Dragons are traditionally omnivorous and can eat a tremendous amount in one day, especially if they have carnivorous preferences.

While dragons are very powerful and can maintain rigorous activity for extensive periods of time, the energy does need to come from somewhere. Dragons are able to digest practically anything, even inert material, with incredible efficiency.

This is especially true for magical items–their magical properties, combined with the inherent supernatural nature of a dragon, means that a dragon gains substantially more nutrition from a magic item than it does from even the highest quality organic fare.

Eating Magic Items

A dragon that eats a magic item may be able to benefit from its effects for several hours, days, or weeks after consuming it. The DM determines whether a dragon can benefit from such effects, and if so, for how long. This is very rare for a dragon to do, as a magic item is much more valuable in a hoard than in a gullet. Dragons that do opt to consume magic items are at a risk of releasing more magical energy than their physical body can handle if the item is not usually consumable. While it is already benefiting from another magical item it has consumed, a dragon suffers 1d4+1 levels of exhaustion for every magic item that the dragon attempts to benefit from by eating it. This exhaustion remains until the item's benefits are no longer available to the dragon, and it cannot be prevented or reduced in any way.

Some dragons, especially metallic and lung dragons, maintain a diet primarily of inorganic sustenance, but this is solely cultural. Most dragons will only supplement their regular diet with metals, gems, and other such additions to replenish any mineral deficiencies, rather than subsist entirely upon them.

Exact food demands depend largely on activity, and can be vastly different between dragons of varying natures. Gorging, even on a daily basis, seldom causes a dragon to exhibit extra body fat. The energy is stored for later use, often accessed during combat or growth spurts.

Dragons are also known to be a bit more sluggish after they have hunted and eaten–though it is important to remember that dragons do not hunt or even eat regularly, they rarely eat that often and will usually fast for days or weeks before gorging themselves. Dragons also leave very little in terms of waste, and they conceal what they pass.

Assuming that it is available, most dragons will gladly consume half their weight (or more!) in meat every day–even though they only need about 15%-20% of their weight in organic food daily to maintain good health.

Effects of Planar Travel

Most dragons feel a deep, inborn, resonating fear of traveling to any plane besides their native one. Their innate magic is intimately intertwined with the existential makeup of their home planes, and shifting planes disrupts these powers until the dragon reaches a new equilibrium. This restabilizing process can take decades.

When a dragon travels to another plane of existence, it suffers 1d8 - 1 effects from the Effects of Planar Travel table. It retains these effects (even if it returns to its home plane) until the dragon has recovered from all of them, recovering from a random effect once every 2d6 years. A greater restoration spell or similar magic also removes one effect of the caster's choice, in addition to its usual healing benefits.

Some dragons are immune to the negative effects of planar travel. This includes arcane, cosmic, lung, planar, and undead dragons, as well as draconic deities. The DM may determine that other dragons are also immune to these effects. Dragons suffer no ill effects from traveling to a plane which they have already visited.

If a dragon spends many years on another plane of existence, it may gradually adopt the characteristics of a dragon innate to that plane. The planar dragons section in chapter 6 of this book describes many of the dragons that parties may encounter on interplanar adventures.

Effects of Planar Travel

d12	Effect
1	The dragon loses its blindsight, if it has it.
2	The dragon loses any saving throw proficiencies it has.
3	The length of the dragon's breath weapon is halved, if it has one.
4	If a creature fails its saving throw against the dragon's breath weapon, the creature takes half damage. If it succeeds, it takes no damage.
5	The dragon's immunities, if it has any, are treated as resistances.
6	The dragon loses any damage resistances it has.
7	The dragon loses any condition immunities it has.
8	The dragon's amount of Legendary Actions decreases by 1, if it has any.
9	The dragon's amount of daily Legendary Resistance uses decreases by 1, if it has any.
10	The radius of the dragon's Frightful Presence is reduced to 60 feet, if it has one.
11	If the dragon has the Avoidance, Magic Resistance, or Innate Spellcasting traits, it loses them.
12	The dragon cannot manifest lair actions or regional effects.

Common Misconceptions

When a character attempts a check to recall or research information about dragons, you can feed them one of the following common misconceptions or truths depending on whether the character succeeded or failed the check.

These pairs are sorted by category: physical aspects, lairs and eggs, or other rumors.

Physical Aspects

d10	Misconception	Truth
1	Dragons are very careful with their wings, because their wings are surprisingly simple and the most fragile part of their body. A simple break to a single bone in a dragon's wing renders it immediately useless and nearly impossible to heal outside of magic.	A dragon's wings are complex and a main recipient of the dragon's nutritional intake. Their wings heal remarkably fast, even without magic.
2	Dragons, like other reptiles, are cold-blooded. Drastic changes to the environment are surprisingly effective.	True dragons regulate their body temperature internally through homeostasis. So while some dragons (such as white dragons) do indeed have cold blood, dragons are in concept "warm blooded."
3	All dragons have ear frills, it's a distinguishing factor. Any "dragon" you meet without ear frills is some kind of imposter.	Swimming and burrowing dragons often only have ear holes.
4	Dragons are like crocodiles, they have an incredibly powerful bite, but they don't have much strength to open their mouths.	While it is easier to hold a dragon's mouth shut than open, dragons have powerful muscles that allow them to open their mouths very quickly so that their breath weapon can escape unaltered.
5	A dragon's breath weapon is entirely produced via magic ability, and thus can be stopped with a simple counterspell or dispel magic.	A dragon's breath weapon is produced biomechanically using organs in the chest cavity. Only spells specifically designed for the purpose will stop a dragon's breath weapon at the source.
6	Dragons have very dexterous digits that defy their large size.	The average dragon's grip is not precise enough to use tools, writing utensils, or humanoid weapons effectively, but the majority of them are able to at least hold and carry most objects. A dragon can, however, wield magical devices–such as wands–and complete somatic components.
7	In the same way that trichoglyphs (also known as hair whorls, or swirls) occur on most creatures with hair or fur, every dragon has areas in their defenses that are naturally thinner. These areas are also formed where it has been damaged beyond repair. Finding these weak points will give you a significant advantage in combat.	Dragonhide and scales have no natural weak points, and a dragon's growth usually proves sufficient to replace any scales that break off–growing new scales that are ever so slightly weaker, simply because they are new. This leads to some telling tales of dragons with open and vulnerable sections of hide, but such isn't the case.
8	Dragon eyes are only semi-physical, they are more like orbs of pure energy contained in the dragon's head. This means that a dragon's eyes are practically invincible, and is why they gradually take on the appearance of solid orbs as the dragon matures.	Dragon eyes are just as physical as any other part of the dragon, and on many dragons, the eyes are the only area not covered in dragonhide–making them excellent targets.
9	Dragon scales are magically impervious. Attempts to damage a dragon through heavily armored sections will always fail, even against wyrmlings.	Dragon scales are tougher than steel, but they do sometimes wear and tear, and even powerful mundane weapons can damage or destroy them.
10	Dragons have 10 stomachs, and food can take weeks to digest.	Dragons actually have only one small stomach, and it's more of a crop or an extension of the throat than an actual stomach. A dragon's esophagus descends through the throat and chest cavity directly into the gizzard. Powerful muscles and magical facilities churn bony plates and energetic forces within the gizzard, quickly disintegrating eaten food into miniscule fragments.

Lairs and Eggs

d10	Misconception	Truth
1	Dragons are immense and arrogant creatures, and they do not concern themselves with tiny nooks and crannies. If you find yourself in a dragon's lair, these can provide you with the perfect place to hide.	A dragon knows every inch of its lair, and expects prey to run to the cracks. If you retreat to a crevice, you will effectively be walking into the mouth of the dragon.
2	Loud noises, especially in their usually quiet lairs, distract dragons and can give them terrible migraines.	Dragons are able to sort through noise and ignore any excess with incredible efficiency.
3	Dragons are incredibly territorial, and are so obsessed with their lairs that they do not leave their home regions for any reason.	While dragons are possessive in the extreme, they often leave their territories in search of treasure, fame, or other fortune.
4	A dragon's lair is littered with thousands upon thousands of their discarded scales.	Scaled dragons don't usually shed their scales, the scales grow with the dragon. New scales also grow as needed if the dragon grows faster than the scales. Dragons do occasionally lose scales though, especially if they become badly damaged. Some old scales often litter the floors of long-occupied dragon lairs, but rarely more than a few hundred at the most.
5	Dragon eggs look like regular reptile eggs, to keep them hidden and inconspicuous.	Eggs are usually the same color as the dragon that is inside.
6	Dragon eggs are perfectly round, so as to be evenly incubated, and have a soft reptilian shell, much like the innner skin of its parents.	A dragon egg has an elongated ovoid shape and a hard, stony shell.
7	Because of chemical imbalances, dragon eggs are strangely weak to their own element. This may be why hatchlings eat their eggshells first, because the shells are weak to the element within the young one and prove easy to digest.	Dragon eggs are immune to their own damage type.
8	A cylinder with a hollowed out center protected by walls is the telltale sign of a past (or current) resting place of dragon's eggs—meaning that the lair of the dragon is somewhere nearby.	Most dragon eggs are laid in a nest within a lair, where the parent or parents can guard and tend them. A typical nest consists of a pit or mound, with the eggs buried in loose material.
9	Dragons never leave the nest where the eggs are. If you find the eggs without the mother, she is surely about to descend upon you in a vengeful fury.	Dragons do sometimes leave eggs unattended. In such cases, they take great care to keep the nest hidden. The parent or parents may visit the area containing the nest periodically, but they take care not to approach the nest too closely unless some danger threatens the eggs.
10	Dragons tend to obsess over their egg and will sometimes kill them by smothering them, such as by providing too much heat. Taking an egg from a nest will actually ensure a safer environment to incubate and hatch in.	Dragon eggs that are tended to by a parent have practically a 100% hatching rate. Eggs that have been disturbed, and particularly eggs that have been removed from a nest and incubated artificially, may be much less likely to produce live wyrmlings.

Dragon Ecosystems

A single dragon can completely change an entire ecosystem, and multiple can very easily be the end of it. Luckily, most true dragons seem to innately recognize this. This also explains why dragon territories are so vast; smaller areas simply cannot meet a dragon's demands. Some scholars suppose that dragons evolved their activity cycles as a way to allow prey to repopulate, thereby maintaining more stable hunting grounds.

Gold dragons, silver dragons, and bronze dragons are the most proactive in maintaining equilibrium with the environment, followed by blue dragons. These dragons will often prey on whichever species is most numerous in order to prevent over populations, and will sometimes target other predators as a means of encouraging numbers in the lower forms of prey. These dragons also manage their own populations carefully by restricting their number of eggs and offspring, and have even been known to raise cattle for themselves in human forms–though they do tend to strongarm other races into doing it for them.

A dragon's territory most often consists of anything around its lair that the dragon can get to and return from within a day's flight. Dragons are loath to share anything unless they have to, and territory is no different–they usually only do so with a mate or offspring, as a necessary inconvenience. Dragons of similar kinds or alignments are the most likely to demonstrate exceptions, but the overlap is usually minimal if it happens at all.

Dragons too young to mate would like to have territory that is entirely their own, but usually overlap or border very closely to an older dragon that they can use as a defense.

Dragon Lairs

A dragon lair can affect the surrounding creatures even by itself. Many dragons are known to cause wondrous effects on the land that they inhabit, even while hibernating.

Dragon lairs are usually in hard to reach places, partially to keep their hoards safe, and usually have traps and other means to make entry even harder for intruders. Chapter 7 of this book describes traps and dungeon hazards dragons may cultivate to prevent unwanted guests.

Many dragons also tend to have a favorite vantage point where they can view their territory from above–though the less confident and more paranoid dragons refrain from using them lest they be seen and ambushed away from home.

Other Rumors

d10	Misconception	Truth
1	Dragons are limited in their vocal extremes, and their hearing is limited to a similar range.	Dragons have extensive vocal capacities, and excellent hearing.
2	Dragons do have blindsight, but their vision beyond that range is surprisingly limited in the dark.	Dragons have exceptional darkvision.
3	Dragons are brute creatures, and while cunning like a fox or a wolf, are not truly intelligent.	Dragons have a higher level of self awareness and intelligence than the vast majority of humanoids do.
4	Dragons are very difficult to impress, but if you can manage to do so, you will mark yourself as an extremely noteworthy person and earn the dragon's undying loyalty.	Dragons tend to view all mortals as inferior species, regardless of their accomplishments.
5	The innately magical nature of a dragon means that they can be influenced more easily by magic.	Dragons are able to withstand most spells with astonishing power.
6	Dragons chew their food carefully and with remarkable intention, savoring every bite. This extreme focus sometimes distracts them and can be used to your advantage.	Dragons often rip their prey into chunks and swallow those chunks whole. In addition, they are often aware that others may try to steal their prey and will be on the lookout even as they eat.
7	All dragons possess a sense of grandiose adventure and a longing to travel to other planes.	Dragons are innately tied to their native plane, and most harbor an intense fear of interplanar travel.
8	Dragons fight in short bursts of violence followed by a brief moment where they reorient themselves and prepare for their next flurry of attacks. With some preparation, skilled combatants can strike at opportune moments to increase their chances of landing a hit.	Dragons can maintain extreme lengths of rigorous activity in even the most disorienting situations.
9	A dragon must eat something every several hours in order to sustain its tremendous energy demands.	Dragons rarely eat even as often as daily, usually infrequently gorging themselves instead.
10	All dragons have a blind spot in their vision where you can hide and attack the dragon to your advantage.	Any true dragon will be able to sense a creature in its immediate vicinity via its blindsight.

Dragon Hoards

Almost all dragons have an insatiable thirst for treasure–often with preferred favorites and a penchant for particularly valuable pieces. Even the dragons themselves are not entirely sure of the origins of this, as it is not to bargain with, display, or otherwise use; it serves its purpose in the dragon's mind simply by existing in the dragon's ownership. One dragon trying to steal from another dragon is the most common reason for violence between them. Even amongst others of their own kind, a dragon's hoard is of legendary repute and provides too much of a temptation for some dragons to resist.

A dragon knows exactly what it has in it's hoard, and the value of each item, as well as the value of the hoard as a whole. It revels in just the presence of its hoard, and dragons have been known to roll in their piles of treasure in the same way a horse rolls on a grassy knoll.

The most accepted reason amongst those who ponder the reasoning behind draconic hoarding (most dragons don't bother thinking about it, to them it's like asking why a bird flies) is status. Dragons draw much of their sense of accomplishment and their self view, as well as their standing with other dragons, from their status. While age is often the primary indicator of status, power over weaker races, expressions of respect from other dragons, foster parenting, courting efforts aimed towards them, quests to promote their causes, and heritage are all means by which dragons might elevate their status. However, many of these examples are relative and at least somewhat open to interpretation, while the gold value of treasure is much less so. Thus, a dragon's hoard, in conjunction with the dragon's age, provides numerical values by which the dragon can expect to be regarded amongst other dragons.

Downsides to status are minimal to a dragon, but do include attracting dragon hunters and other competitors, as defeating a dragon with high status will earn you even greater status than they when you take their treasure. Treasure can also play an important role in the close of a dragon's life, and a dragon robbed of its hoard is often so traumatized that its anima is restless even in death.

Dragons like to admire their treasure, so it is rarely just heaped in a giant pile in a corner of the lair. Often, certain pieces are displayed around a larger pile that the dragon can lounge on. Coinage is more likely to be haphazardly thrown around (many dragons consider it a symbol of status to have so many coins that they can be scattered all across the floor) and the bigger piles can have hundreds of coins for every square foot. Such areas are usually difficult terrain. Additionally, certain parts of the hoard may be combustible, sharp, dazzlingly bright, or otherwise dangerous.

Behavior

No matter who raises a dragon, its disposition is almost as innate as its magical aspects, and it is nearly impossible to lead a dragon away from the personality that pervades its species.

But as it is with all intelligent creatures, dragon behavior is not a pure manifestation of disposition, it is a conscious decision as well. As such, there are rare exceptions to the regular alignments exhibited by dragons of a particular type. These are known as rogues, whether their alignment reverses entirely or simply alters slightly in one aspect.

Responses to these rogues vary among the different kinds of dragons, especially the good and neutral ones, but evil dragons usually respond as is expected: with violence if the rogue dragon encroaches on their territory, and general indifference otherwise. Regardless, these dragons are rarely looked upon favorably by other dragons, and (depending on the disposition of their kin) they may very well be hunted down for deviating from the norm.

Common Behavioral Patterns

If a dragon knows that a creature is approaching it with an offer to exchange treasure in return for services, it will usually allow the creature to make its case, though the dragon will remain indifferent until it sees particular value in the prospect.

When working with dragons, attempting to coerce a dragon to stay in your service or otherwise allied with you by any means other than increasing your offer of compensation will likely anger the dragon, who may in turn leave as a sworn enemy instead of simply a disaffected ally.

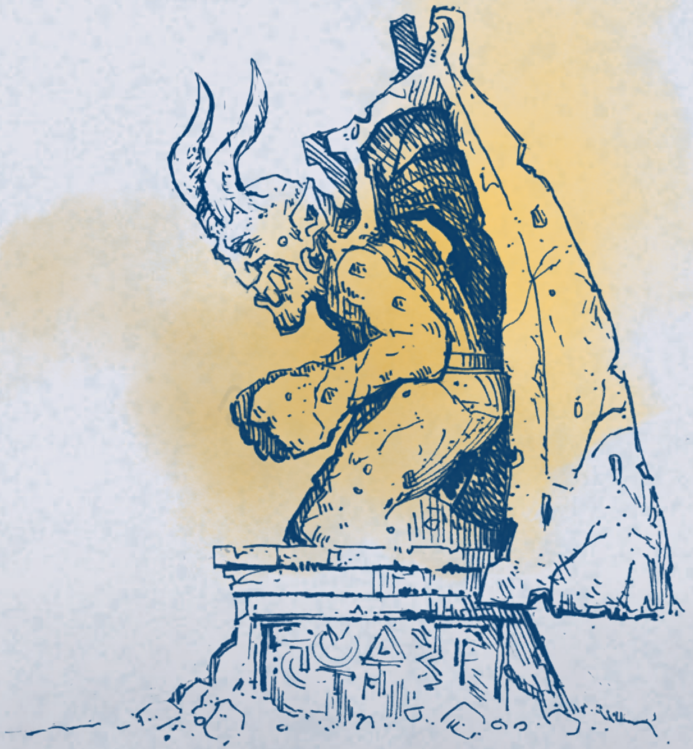
Dragon dispositions towards humans and other humanoids vary extensively between the different races, and often even between individuals. Metallics, however, seem to have some of the deepest innate desires to dominate over other species. While most good aligned dragons are fond of humans specifically, gold dragons are only mostly tolerant of other humanoids, and silvers can be surprisingly intolerant.

While both silver dragons and gold dragons only engage in open conflict if the humanoids are actively pursuing evil, silver dragons have been known to goad them into such action so as to be justified in their retaliation–though they will rarely actively prey on humanoids or rampage through their domains. Evil dragons tend to view all humanoids, human or not, as enemies, food, subjects for manipulation, or slaves. Evil dragons rarely form connections with humanoids, as it would appear that they are descending to their level and would hurt the dragon's status.

It is important to note that a dragon who talks to a humanoid is already stifling instincts, and expects to not have its time wasted. A humanoid who talks to a dragon and expects to call a dragon to action over relatively trivial matters will likely meet the wrath of the dragon if it is not presented with advance praises and pointing out how the action will benefit the dragon.

Most organizations surrounding dragons are humanoids gathering at the behest of a dragon, not dragons gathering together. Some dragons are known to prize influence as a personal favorite, and many dragons eagerly insert themselves (whether openly or in levels of secrecy and even deception) as the cause behind effects. Many dragons take on a role of intimidating commander, viewing anything other than complete and total deference as unacceptable insubordination, but some dragons like to approach their servitors with more subtle direction.

Dragons may seek to command others when: something catches the dragon's fancy but doesn't deserve the dragon's full attention or effort, when something (such as simple reconnaissance) would be easier to accomplish through vassals, when the dragon wishes to cause an effect without having the effect associated with the dragon, when the efforts of the mission are long term (such as influencing a community or reporting information) and not worth the dragon's extended recognition, when the dragon has more pressing issues elsewhere but would still like to complete a certain task, when the dragon wishes to influence (or end) something where the dragon is not physically able to enter, when the dragon desires to communicate with those that would refuse any meeting with the dragon directly, when the dragon wants to test or train its current underlings, when the dragon is seeking to confirm a person's involvement in an ancient prophecy and manipulate them without revealing to the person how important they are, or when the dragon is suspicious that the task is more dangerous than it seems and does not want to endanger itself.



Less frequently, a dragon may insert itself as an important piece of the situation instead of the overarching arbiter of it. These dragons often appear as mysterious strangers, powerful (though sometimes troubling) allies, unmoving barriers, fierce competitors, or outright antagonists. These encounters often end in dramatic unmaskings, imploring for help or mercy, dizzying competitions of intellect and awareness, awesome alliances, nail biting combat, and other memorable conflicts.

Those who have witnessed parlaying with especially formidable dragons, whether it was themselves talking or someone nearby, have noted that there is a somewhat standard greeting that most dragons will accept with at least moderate approval. The dragon won't look down on your lack of originality, and may even be particularly pleased that you have done your research and consider them to be enough of a threat to warrant this standard greeting often reserved for great wyrms.

Actions to match the words such as facial expressions and groveling are strongly encouraged. This standard greeting is an excerpt from an old adventurer's writings and goes something like this, use it if other words fail you, and perhaps even consider throwing yourself to the ground and starting over with it to try and salvage the encounter if things begin to go sour:

"Glorious and powerful dragon, I know that I am a wretched cretin. I know that I am insignificant and lacking in anything that even remotely resembles your mighty strength, impenetrable defenses, and dizzying intellect. In contrast, my feeble sense of being is completely overwhelmed by the immensity of your presence and power. A fate I could only wish for is to be consumed by you and contribute to your prestigious being, but alas I am unfit even for that, as my debilitated human form would surely only leave a bad taste in your mouth or ruin your perfect disposition by leaving you wanting more. I grovel before you and beg you to withstand my gross inadequacy."

Social Encounters with Dragons

Languages

Most dragons speak both Common and Draconic. Most wyrmling dragons speak only Draconic. Dragons from exotic locales or myriad planes may not speak Common, but may speak other regional or planar languages.

Determining Desires

There's no ironclad guarantee that an encounter with a dragon will be fundamentally fair. One side of a discussion may have significantly more knowledge, power, influence, or capital than the other. This is often the case in talks between dragons and adventurers. The party can gain the upper hand in negotiations by determining the dragon's ideals, bonds, flaws, or other motivations. This information can be invaluable in roleplaying and negotiations.

After interacting with a dragon long enough to get a sense of its personality traits and characteristics through conversation, an adventurer can attempt a Wisdom (Insight) check to uncover one of the dragon's ideals, bonds, flaws, or other motivations. The DM sets the DC for this check, or may have the dragon contest it with a Charisma (Deception) check.

Given time, adventurers can also learn about a creature's characteristics from other sources, including its friends and allies, personal letters, and publicly told stories. Acquiring such information might be the basis of an entirely different set of social interactions or other challenges.

Such research or a successful Intelligence (Arcana), (History), or (Nature) check can also reveal general patterns for the dragon's type, such as favored treasure or typical personality traits, ideals, bonds, flaws, or other motivations. This generalized information may apply to most dragons of a given type, but adventurers beware. General patterns in a demographic do not always apply to all members of that group. Dragons with drastically different personalities than typical for their type are known as "rogue dragons."

The DM decides what ideals, bonds, flaws, and other motivations a dragon has. Descriptions of each dragon type provide insight on what kind of treasure, favors, or philosophies a dragon would be willing to inconvenience or endanger itself for.

Ideals, Bonds, and Flaws

Ideals, bonds, and flaws provide valuable roleplaying information for a character or NPC. They are a simple way to summarize a creature's personality and roleplaying information. Three categories of characteristics are presented here: ideals, bonds, and flaws. Beyond those categories, you can consider a dragon's person-

ality traits, favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine. All of these aspects come together to create interesting, memorable dragons.

Ideals. Your ideals are the things that you believe in most strongly, the guiding standards that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guide your goals and ambitions? What is the single most important thing you strive for?

The Common Ideals table provides examples of ideals often found in dragons.

Common Ideals

d20	Ideal
1	**Mindfulness.** I always stop to smell the roses.
2	**Patience.** I have centuries stretching before me; I'm in no rush.
3	**Compassion.** If someone makes a mistake, there is ample time to fix it.
4	**Quality.** Anything worth doing is worth taking the time to do it right.
5	**Organization.** A little planning goes a long way. A lot of planning goes even farther.
6	**Intelligence.** I constantly devise riddles and puzzles to keep myself busy.
7	**Knowledge.** I am a repository of ancient wisdom and lore.
8	**Adventure.** I often aid adventuring parties. It keeps me entertained.
9	**Caution.** My many enemies are clever and dangerous. Anyone could be a spy.
10	**Efficiency.** I don't take prisoners.
11	**Synergy.** I always have help in all that I do.
12	**Status.** A great dragon commands weaker races.
13	**Wealth.** The more valuable belongings a creature has, the more respectable it is.
14	**Tyranny.** Those who agree with me will be guided by me. Those who don't will die.
15	**Power.** Might is right.
16	**Leadership.** I never show weakness, to do so would be to accept defeat in advance.
17	**Destiny.** I was chosen to fulfill a purpose by forces that even I do not fully understand.
18	**Superiority.** Others' achievements are outright challenges to my abilities.
19	**Continuity.** I only undertake actions that will be relevant in the centuries to come
20	**Intention.** Everything I do, I do for very specific reasons.

Bonds. Bonds represent a creature's connection to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

The Common Bonds table provides examples of bonds often found in dragons.

Common Bonds

d20	Bond
1	I seek knowledge for its own sake. I want to be a repository of ancient wisdom and lore.
2	I've wanted (and tried) to be powerful and well-known ever since I was hatched.
3	I like to see others succeed. I often help adventuring parties and enterprising peasants who come to me for aid.
4	I am filled with unrelenting hunger. I am always on the hunt for new prey.
5	I will act instantly to save someone or something I care about.
6	I have an overwhelming drive to collect treasures.
7	My hoard is everything to me, I know where every piece is and remember where I got it.
8	I am the runt, falling short would bring merciless berating. Failure is not an option.
9	My lair is a trove of infinite worth, none but myself are allowed within.
10	My ancestors ruled the sky, the land, and the sea. It is my right to do the same.
11	In my domain, nothing escapes my notice.
12	While few dragons are interested in the concept of love, I am searching for a soulmate.
13	I feel a deep connection to my god, they guide my every thought and act.
14	I feel that separation is an illusion, everything I do affects everything else.
15	Adopting and raising wyrmlings to become mighty dragons and carry on my legacy is my passion.
16	My influence amongst those who know me is my most valued asset.
17	The recognition, support, and endorsement of others is very important to me because it lends me credibility.
18	If other dragons do not show social or romantic interest in me, I feel that I have failed.
19	I undertake frequent quests and crusades to promote my causes.
20	Founding a dynasty of dragons through your own family line is the best way to immortalize yourself.

Flaws. A creature's flaws represent some vice, compulsion, fear or weakness - in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests.

More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

Most dragons have the flaw "I have an overwhelming drive to collect treasures, even at others' expense" as well as one or more other flaws. This often comes from an innate, intense desire for status among dragonkind. The Common Flaws table provides examples of other flaws often found in dragons.

Common Flaws

d20	Flaw
1	I believe smaller creatures are weaker than me, sometimes underestimating foes.
2	I can live longer than other creatures, and am therefore worth more.
3	I continue to grow in strength while other creatures age quickly and die. I am greater than these creatures.
4	I hold long grudges. If my enemy dies, I will enact revenge upon its descendants.
5	I rarely show my emotions. This is only sometimes a choice.
6	I brag about or show off my hoard to anyone who I can force to listen.
7	I am obsessed with my status among other dragons.
8	My arrogance permeates my interactions so wholly that I sometimes drive away those who would be useful to me.
9	I am always concocting some plot, and this leads me to be very distracted from outside events.
10	I view very few as worthy of helping me, so hardly anyone does.
11	I either eat or refuse to pay those who work for me. This means I'm often short staffed.
12	My wrath is easily kindled and ferocious when incurred.
13	I believe that others are merely tools to be used and then discarded
14	I am extremely jealous of everything. Even something as simple as seeing another creature consume a meal makes me jealous that I am not eating.
15	Nobody is allowed to understand me personally, I refuse to share secrets with anyone.
16	I don't care what agreements I've made, what I want at the moment dictates what I'll do.
17	I always think that someone is trying to cheat me, even when there is nobody around.
18	I always take excessive amounts of time, even for a dragon, before acting.
19	I take everything way too seriously, and am prone to feel mocked at every turn.
20	I assume that everything is about me, and I'm offended when something is not.

Favored Treasure

Most dragons have the flaw "I have an overwhelming drive to collect treasures, even at others' expense" among others flaws. Most dragons have a preferred type of treasure, one they hold in particularly high esteem. If a dragon has a favored type of treasure, it is identified in its description. If the dragon's description does not mention a favored treasure, you can choose one or decide that the dragon has no favorites.

The Common Favored Treasures table describes generic treasure types commonly prized by dragons.

Common Favored Treasures

d12	Favored Treasure
1	Coins
2	Ancient relics
3	Armor
4	Weapons
5	Gemstones
6	Magic items
7	Clockwork mechanisms
8	Jewelry
9	Paintings or drawings
10	Statues
11	Textiles or clothing
12	Fine meals

Situations

You may interact with a dragon for any number of reasons. The Situations table provides some scenarios that may instigate talking with dragons.

Situations

d20	Situation
1	A friendly or indifferent dragon may help you if you can convince it. You want to find out what sort of gift or service you should offer in return.
2	A hostile dragon is too powerful for you to defeat in combat. Perhaps you can talk it down or scare it off.
3	A hungry dragon has captured you and your allies. You try to convince it you are skin and bones, and that other prey would be far more filling.
4	A dragon has been attacking local merchants or villages. It's your job to deal with the problem, and you get to choose how.
5	A dragon or its servants have discovered you sneaking about its lair. You try to convince them you have a perfectly reasonable explanation for being there.
6	A dragon is in need of your party's aid. You negotiate with it for payment.
7	A dragon has been hyper-focusing on a project in it's lair for a few centuries and has lost touch with the outside world. The dragon tells you to update it on current events.
8	A dragon wants to research a topic, but something else makes it hesitant to leave it's lair. The dragon tells you to go research the topic and teach it what you learn.
9	Your party meets someone that looks like a humanoid, but you suspect they may be something else in disguise. That creature may be a dragon.
10	A dragon feels threatened by something nearby, though it does its best not to allude to this, and demands that you go remove this threat.
11	A dragon wants to learn whether a rival is pursuing a similar goal, but doesn't want the rival to know that the dragon is inquiring. The dragon tells you to find out.
12	A dragon wants to open a conversation with someone else, but either the dragon or this other being refuses to meet in person. The dragon makes you their liaison.
13	A dragon imposes a toll on all those who pass through its territory. If your offering is too meager, it threatens to eat you.
14	The dragon has heard that there are some dragon slayers in town, and wants to know how much of a threat they pose. The dragon sends you to assess the threat.
15	The dragon has heard that there is a merchant with particularly valuable wares nearby, but assumes that the appearance of a dragon would cause the merchant to hide, damage, or even destroy the wares. The dragon sends you to appraise the wares.
16	A dragon suspects that you will shortly become important figures, and begins attempting to build camaraderie with you.
17	A dragon has been having problems with a smaller race. It cannot get into their hiding places and is having difficulty getting rid of them. It offers to hire you as exterminators.
18	A dragon seeks help in liberating a community. When the community is free, the dragon takes over as the new management and is almost as bad as the original occupation.
19	A dragon has heard of your accomplishments and challenges you to some kind of competition to assert dominance. This may be a battle of wits, a duel of honor, etc.
20	A dragon is simply bored and is curious as to what you will do if the dragon threatens you, talks to you, ambushes you, sneaks up on you, etc.

Goals

Not all social interactions with dragons involve negotiation, but many do. The Goals table provides some examples of goods and services you may negotiate with a dragon for.

Goals

d20	Goals
1	A dragon is attacking nearby merchants or villages, and it's your job to get them to stop.
2	A dragon has a magic item that you feel that you need to borrow, purchase, or be given.
3	A dragon stands guard over someone or something that you are trying to approach.
4	Legend has it that a nearby dragon has the knowledge, wisdom, or lore that you seek.
5	You need transportation to a distant location and try to convince a dragon to take you.
6	You could use some support in an upcoming battle, and so you try to recruit a dragon.
7	You are searching for the most regal and powerful mount possible, and you approach a dragon with an offer.
8	Two dragons have been warring over territory, and nearby communities have been suffering for it. You try to broker peace and boundaries between the two dragons.
9	An army would like to traverse through a dragon's territory in order to spring an ambush on the enemy. It's your job to approach the dragon about that.
10	You want to frighten a nearby person or group of people, and figure that there are few ways better than sending a dragon to breathe out some threats.
11	Military records are sparse for a specific time or place, but you know that a dragon was active in that time or place. You venture out to see what the dragon will tell you.
12	You want to establish a reputation as one powerful enough to compete with dragons. You seek out a dragon willing to accept your challenge.
13	Dragon blood, discarded dragon scales, or some other detached piece of a dragon is an important part of a ritual you are trying to complete.
14	Magic is becoming a resource in higher and higher demand for a growing community. Convince the dragon to help them learn magic.
15	You want to force a relocation without incurring violence. You ask a nearby dragon to focus regional influence on the environment into a specific area to make people move.
16	The population of predatory animals is too high, and they are taking all the game and threatening nearby communities. You ask the dragon to help you reduce their numbers.
17	A community is in upheaval concerning details of their founding. You know that a nearby dragon was at least somewhat involved and go to ask what they know.
18	A superstitious community would like to have a dragon as their patron. They are willing to offer treasure, but are far away. Convince the dragon it's worth the time and effort.
19	A community is afraid of a nearby dragon and would like some time to prepare, should the dragon decide to attack. You're hoping that you can get the dragon to hibernate.
20	The dragon is an active part of the black market, and you suspect that some political figures are involved in unsavory dealings. The dragon will probably tell you, for a price.

Finding Dragons

If prey attempts to flee, a dragon feels the natural predatory instinct to pursue–though it will do so with proper precaution if the target is intelligent. Because of this (in conjunction with how lazy most dragons are) dragons tend to hunt when the shadows are longest, so that they have an easier time finding and catching prey. However, should they feel the need to, most dragons have the stamina to chase prey almost indefinitely–treating an empty stomach as not only entirely unacceptable, but also as a grave and deeply personal insult.

Some dragons also use scouts of varying species, so if you are tracking a dragon with particular allies, you will need to take those allies' behaviors into account as well. Otherwise you may find that the dragon is aware of your presence long before you meet them.

Dragons are highly territorial, and will almost certainly find you before you find them–especially if you are within their home domain. Almost all dragons carry a powerful odor, and many of them mark their territory using it.

When it comes to stalking a dragon, looking for droppings or tracks is often futile, as both are very rare and often hidden by dragons when they do occur. Seasoned dragonslayers also know to be familiar with the locals, and the locales. One of the best things to do when searching for a dragon is to know details about the dragon, as this allows you to know the general regions where you might likely find it, favored prey that you might find it hunting, routines it might follow, activities that it might be pursuing, and goals that it might be working towards.

Harvesting a dragon is not completely unlike harvesting beasts. Hang it by its hind legs to drain the blood, if you can do so, or lay flat if that is not an option. Dragons have such an elemental influence in their makeup that the blood and internal organs return to their elementary state with shocking speed. In just a few hours, a dragon's body can be noted to have already proceeded through rigor mortis and began to decay. A few hours more and the dragon will begin to stink immensely, and just a few hours beyond that will incur a stench so powerful as to be literally unbearable. Creatures who breathe in the noxious odors permeating off of such a corpse are likely to either begin vomiting immediately, or possibly even have their senses so completely overwhelmed as to be knocked unconscious–sometimes with terrible convulsions.

Notice that this only applies to blood, glands, and similar sections, but applies equally whether on or off of the corpse. Bones, muscles, tendons, and other such portions (when removed from the blood and such) are spared this expedited decomposition and will rot no faster than the remains of common beasts.

To preserve dragon blood, it must be contained in an airtight container. The air already in the container at the insertion of the blood will contaminate a small portion of the blood, but the rest might remain usable for some time–or it might not. For unknown reasons, sometimes even the most well preserved dragon's blood decays in an airtight container just as quickly and entirely as when it is left within the corpse.

The slightly more solid parts closely associated with the blood that are always susceptible to this decay (whether in or out of the blood itself, such as the thyroid and adrenal glands) must be preserved in formulae specifically prepared for their preservation almost immediately. This poses a problem to many who wish to harvest dragon organs, as carrying so much gear makes approaching a dragon not only extremely difficult, but near impossible.

Once it has been properly drained, gut the dragon along the underbelly before moving on to the harvesting of the hide. The smallest piece of a dragon's hide that retains both the physical and magical qualities is about 3 feet on a side, and the piece must not have any punctures, slashes, or other weakenings such as scorches, disintegrated layers, and the like.

Some have tried to extract metal from the scales of a corresponding metallic dragon (attempting to get adamantine from an adamantine dragon's scales, for example) with moderate success at best. Something about the dragon's very essence is what seems to sustain the metallic counterparts in the dragon's scales, and the intense process necessary to attempt drawing out such metal from a scale that is no longer attached to and sustained by a dragon seems to dismantle the metal beyond its proper structure. Oddly enough though, if a metallic dragon is allowed to decompose naturally, the given area is often endowed with veins of the same metals.

When persons wish to discard the remains of a dragon, fire is the most often medium used–as flames appear to be the only way to remove the stench left by the decaying viscera of a dragon. Anything soaked by the blood should be burned, as the stench will continue to permeate the air around it–and while the stench will not be as powerful when compared to the corpse itself, it is still an overwhelming and unmistakable odor. Note that creatures are not absolved of this fate.

Dragon parts have also been known to be highly prized amongst some, though prices seem to constantly be in a state of extreme flux when it comes to the value of dragon parts. The blood of a dragon is among the easiest of dragon parts to acquire, and it is used by some as a way to attempt to extend the effects of potions, amplify the effects of some spells, temporarily multiply a person's strength, raise an individual's awareness, or otherwise increase someone's capacity for a specified exercise.

While a select few dragons are poisonous to their very fibers, such as the mercury dragon, the flesh and organs of most dragons is edible for humanoids–if prepared correctly. Some regions hold certain portions of the dragon as the highest of delicacies. Dragons, of course, can eat the flesh of their own kind without suffering any of the detrimental effects described below.

Acid-using dragons. Dragons that draw from poisons or acids are a strange mix of bitter-sweet and very tangy. They must be soaked in vinegar overnight and then in fresh water overnight, or else the meat can cause terrible food poisoning to the point of death.

Cold-using dragons. Dragons with elements of cold are simply tough and generally tasteless. Any part of a dragon that is going to be eaten or imbibed should be cooked very evenly for long periods of time so that all the cold-creating aspects can be released from the dragon's remains. Softer portions, such as flesh, should also be tenderized to aid in the release of such elements. Failing to do so will cause the liquids that create the cold to seep into the digestive tract upon consumption, and result in the consumer getting frostbite from the inside out, potentially ending in death.

Fire-using dragons. Dragons endowed with abilities of fire are notoriously spicy and must be aged in open air for at least two days before being otherwise prepared. The flesh from these dragons has been known to cause vicious cramping, even after proper preparation, and failing to let it age will escalate this cramping to uncontrollable convulsions that can result in death.

Force-using dragons. Everyone tastes a different flavor upon eating a dragon imbued with force energy, seemingly at random and with no consistency, even if you've tasted it before. Those with particularly powerful minds also seem to be able to control what it tastes like. However, it must be prepared with deep meditation, or it can produce powerful psychedelic trips to the point of inducing permanent and staggering insanity. Meditation usually prevents the psychedelic effects, but with effort, more manageable trips can still be had after proper preparation. However, the consumer bears little control on how powerful these may be, and could very well end up with devastating results.

Lightning-using dragons. Dragons that wield lightning are strange in this category, as their meat seems to contain powerful odors regardless of how it is prepared. These odors smell like lightning itself, and while not usually deadly, will make mortal humanoids sick to the stomach and racked with coughing shortly after consumption.

Necrotic-using dragons. Necrotic dragons are known for having an ashy flavor with a strange sweet aftertaste that is reminiscent of rotting fruit. Meat from these dragons must be burnt until the outside is blackened and the inside is hot enough to char the bare skin of a human, otherwise it induces a deep coma that one may or may not ever come out of.

Poison-using dragons. Dragons that draw from poisons or acids are a strange mix of bitter-sweet and very tangy. They must be soaked in vinegar overnight and then in fresh water overnight, or else the meat can cause terrible food poisoning to the point of death.

Psychic-using dragons. Everyone tastes a different flavor upon eating a dragon imbued with psychic energy, seemingly at random and with no consistency, even if you've tasted it before. Those with particularly powerful minds also seem to be able to control what it tastes like. However, it must be prepared with deep meditation, or it can produce powerful psychedelic trips to the point of inducing permanent and staggering insanity. Meditation usually prevents the psychedelic effects, but with effort, more manageable trips can still be had after proper preparation. However, the consumer bears little control on how powerful these may be, and could very well end up with devastating results.

Radiant-using dragons. Dragons with radiant abilities are often savoury, but it seems that they may be able to curse their flesh as they die. What the exact implications of this are is currently unknown, but a consistent pattern is that their remains must be prayed over and blessed by the clergy of a deity that shares similar goals to that of the deceased dragon. If this is not done, those who partake of its flesh are consumed with thoughts of their worst mistakes, including the killing of the dragon if applicable, and even their dreams are reduced to only include flashbacks of them making mistakes.

Thunder-using dragons. Dragons that wield thunder are strange in this category, as their meat seems to contain powerful odors regardless of how it is prepared. These odors smell like lightning itself, and while not usually deadly, will make mortal humanoids sick to the stomach and racked with coughing shortly after consumption.

Fighting Dragons

Dragons are well known for their breath weapons, with good reason. Few abilities employed by a dragon are more powerful than its breath weapon. The breath weapon of a dragon is usually created from deep within the dragon's chest, often takes at least a few seconds to regenerate, and (while fueled by magical organs) is typically biomechanical and not magical.

Dragon's usually have a "stomach" where the energy for a breath weapon is stored, and where energy is drawn to while the breath weapon is recharging. A dragon is innately aware of when this "stomach" is filled, making its breath weapon available.

Another powerful ability used by many dragons is their ability to inspire fear in the hearts of their enemies. This is another ability that some sages have concluded must be magical, due to its incredible effectiveness and palpable resonance. This is again, however, false. Dragons are simply very charismatic and incredibly intelligent: they are very adept at picking up the slightest signals as to what is frightening the creatures around them, and what is not. The dragon takes mental note of these responses and then behaves in ways that will terrify the creatures around it.

Dragons are not just equipped with impressive means of attack though, their defenses are phenomenal as well. Most dragon skin is not unlike crocodile hide, and also has hundreds of scales covering its body, but some dragons look and feel more like snakes on the surface. The scales are often keratinous, similar to some dragon spines, but are harder and less flexible, and the dragon cannot move them. A metallic or gem dragon's scales, on the other hand, are actually at least partially composed of the material for which the dragon is named.

The largest scales on a dragon (usually on the dragon's neck, back, and tail) are connected to the dragon's skin on one end and overlap a neighboring scale on the other, like shingles. The greater number of a dragon's scales, however, are anchored in their center and interlock with their neighbors to form a smoother and more flexible texture–especially along the dragon's limbs and underside. When the dragon relaxes, the skin underneath these scales folds and wrinkles, leaving the dragon with smooth natural armor even when resting.

Dragon scales grow through the dragon's life, and dragons don't shed skin or scales unless they become heavily damaged. When these new scales do grow in, they tend to be weaker than their neighbors, but hardly constitute a legitimate weakness in the dragon's defenses.

Dragons have a high pain tolerance, but are also acutely aware of anything that causes them pain. Anything capable of harming them usually receives their full attention.

Lots of people will assume that the most advantageous way to approach a dragon is while it is sleeping in its lair. This, however, is almost impossible (with a few exceptions, such as ethereal travel) as every dragon lair is riddled with traps of all kinds. Also be warned against attempts to use the dragon's lair against it, as the dragon has very likely lived in it's lair since before you were born.

The best way to confront a dragon is usually to ambush it directly outside of its lair, or to somehow lure it into a space where its mobility is limited–such as narrow corridors or magically altered terrain. This allows you to choose the location and the nature of the conflict, meaning that you can set your attempt however is most advantageous to you–but be warned that most dragons will surmise your intentions if they are aware of you, and are not likely to enter a space where they

cannot fight well. However, if you are particularly fortunate, the dragon will be unaware of your presence and you will catch them by surprise. Even the best laid plans, though, are likely to go awry–especially if the dragon is allowed to escape back into its lair.

If you opt to approach the lair, make sure to cover your scent and your sound. Even a slight whiff of humanoids or a small clanking of equipment will certainly carry enough weight to give you away. Also aim to avoid (rather than overcome) the defenses present in the lair, if possible, as attempting to work through them will often alert the dragon to your presence.

Fighting a dragon is a particularly perilous task. Dragons are incredibly fast, lithe, strong, brilliant, and otherwise powerful in battle. Do not engage in melee combat if you can help it until you already have a significant upper hand, and even if you do, don't withdraw unless you take time to disengage. Giving the dragon extra opportunities to attack will hardly work in your favor.

Even from a distance, many dragons will still be able to target you with breath weapons and magic. Avoid grouping together when you are at a distance, as this provides the dragon with the perfect opportunity to use its breath weapon to its maximum efficiency. However, don't separate too much at close range either, as the dragon will probably pick one person to target with all of its attacks and likely have them halfway down its throat before help can arrive if you do. Certain circumstances may call for a deviance from these strategies, such as in order to benefit from a spell, but be warned that the dragon will likely take advantage of any opportunity that you provide to it.

In any case, do everything that you can to prevent the dragon from gaining the height advantage, and draw the dragon's attention to where it will cause the least harm, but do not be surprised if the dragon knows your design and turns itself in direct opposition to your wishes.

Forestall the dragon's initial reaction if possible; restrain the dragon, entangle it, fill the air with missiles, bombard it with magics, and so on. Above all, remember that a dragon's ranged options and ground movement are usually the dragon's most limited aspects. Strike fast and hard to limit the dragon's maneuverability, forcing it to employ (and hopefully eventually exhaust) its ranged attacks.

Should the case arise where you find yourself fighting a dragon at close range, be prepared to face (or proactively prevent) limitations to your vision. Dragons are acutely aware of the advantage that their blindsight provides for them, especially when they can limit the sight of their enemies, and often attempt to limit your visibility through natural and unnatural means.

It is worth noting that while the stereotypical fight with a dragon is to the death, many dragons have much to offer if they find themselves overpowered. And while they won't enjoy the prospect of being defeated, most dragons can see that they will never accomplish their personal goals if they are dead. This can result in impressive offers of treasure and other valuables in exchange for allowing the dragon to live.

You should, however, never accept surrender from a dragon if doing so puts you in danger. If your combat prowess in this particular instance is due to some magic, provisional alliances, environmental factors, or other temporary aspects, be sure that such will remain in your favor until you have some other means of protection from the dragon–preferably several leagues, at least. This is because: particularly an evil or chaotic dragon, but also even many a good and lawful dragon, is not likely to honor even their own terms of their surrender if they see that they may be able to dispose of the danger instead. The main exceptions to this rule are the rare duels–sometimes for honor, training, or other reasons–where the dragon intends to stop fighting at a given point and considers the conflict over at that time.

On the uncommon occasions that a dragon plans ahead of time to only fight until a certain point before yielding, it may have very specific rules for the participants–expecting a combatant to surrender upon injury, refrain from certain tactics, or abide by other similar regulations.

Any time a dragon encounters a creature that it is unfamiliar with, it immediately assesses the creature to see how the creature would fare against the dragon in a fight. This is largely due to the dragon's predatory instincts, and it is nigh impossible to suppress. Some have found that if they can keep the dragon guessing as to the matchup between themselves and the dragon, the dragon becomes intrigued or upset. When such is the case, some dragons become so desperate to know what this new creature is capable of that they will challenge the creature or try to startle them to reveal the creature's true potential. On the off chance that a creature is able to convince the dragon that the creature is more powerful than it is, the dragon may be more likely to talk and make more favorable compromises.

One of the only creatures that a dragon will fear is another dragon. For this reason, outright fighting between them is rare. Unless the other dragon is significantly weaker, mortal combat against another dragon is simply too risky. When violence does break out, it is usually because one dragon is trying to kill another in order to take its hoard, they are fighting over mates, or possibly because it is an intruder who has crossed (or even approached) the line one too many times.

As noted above, many dragons avoid conflict for as long as possible. When combat seems inevitable, the dragons will usually circle in the air, carefully evaluating one another. Oftentimes, the weaker of the dragons will

begrudgingly acknowledge that it has a poor chance of a favorable outcome, and will leave before the situation escalates to blows. If the dragons are more evenly matched, these preliminary evaluations can last for hours. In either case, the dragons often holler across the distance to each other, usually to taunt each other, occasionally to offer solutions. If an accord seems to be in order, the dragons will most likely land to discuss things more privately.

When dragons do fight each other, they usually take to the sky (if they are not there already) to test their opponent's agility and see if it can be used against them. Exact tactics differ depending on the dragons involved, but most dragons will use ranged options if they are smaller than their opponent or if they are outnumbered. If the opponents are more numerous or larger, but ranged attacks are not an option, most dragons prefer grappling. This disables any kind of flight for either of them and causes both dragons to fall.

The goal in this is for the smaller dragon to hold the larger dragon until just before impact, stopping their own descent and avoiding damage while causing the larger dragon to crash into the ground. The complication will sometimes arise when one of the dragons becomes unable to fly–by a spell, tearing of their wings, or some other reason–and will hold the opponent in a vice grip until death. This sometimes makes the initial grappler the grappled, and is very rare, but has been known to happen.

Dragons are known for their powerful raids on villages, towns, and even cities. Dragons will often purposefully make their presences ominously known before descending on the settlement to throw the people into a panic if possible. The dragon will usually maximize it's chances of success by descending upon defenders, if there are any, when the panic seems to be at it's peak. Dragons that employ fire in their arsenal will undoubtedly use it as well to set things alight in a raid. A fire-breathing dragon can pace it's breath to affect a wider area for significantly less damage in order to ignite buildings and such, and will do so if it has the time, energy, and patience for it.

Dragons as Mounts

Acquiring a dragon as a mount often means securing an egg and raising the dragon, making a bargain with a powerful entity, or negotiating with the dragon itself.

Mounting and Dismounting. Once during your movement, you can mount or dismount a creature that is one or more sizes larger than you that is within 5 feet of you. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw. If your mount has a military or exotic saddle, you have advantage on these saving throws.

If your mount is knocked prone, you can use your reaction to dismount it, landing on your feet as it falls. Otherwise, you are dismounted and fall prone in an unoccupied space within 5 feet of it.

Mounted Combat. Intelligent mounts such as dragons act differently in combat than typical mounts. An intelligent mount always acts independently of you in combat and retains its place in initiative order when mounted. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

A dragon not accustomed to being a mount (or not fully committed to the idea) may very well attempt maneuvers that are likely to kill the rider. Consideration for others does not come easily to a dragon, and it takes some practice for a dragon to naturally move synergistically with a rider. Many dragon riders think that the danger has passed once the dragon is ready to carry them, but often it has just begun.

If the mount provokes an opportunity attack while you're on it, the attacker can choose to target you or the mount.

Knocking Prone. A flying creature that is knocked prone falls. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Creatures who hover cannot be knocked prone while flying while conscious.

Barding. Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in chapter 5 of the *Player's Handbook* can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles. An exotic saddle is required for riding any aquatic or flying mount. It qualifies as a military saddle, which braces you and helps you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle costs 60 gp and weighs 40 pounds.

Carrying Capacity. A creature's carrying capacity is a number of pounds equal to its Strength score multiplied by a Carrying Capacity Modifier. This modifier is determined by the creature's size.

Creature Size	Carrying Capacity Modifier
Tiny	7x
Small	15x
Medium	15x
Large	30x
Hugw	60x
Gargantuan	120x

A creature can push, drag, or lift a weight in pounds up to twice its carrying capacity. While pushing or dragging weight in excess of its carrying capacity, its speed drops to 5 feet.

A dragon pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle, while grounded. If multiple creatures pull the same vehicle, they can add their carrying capacity together.

Mounted Travel. Every creature has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. The following rules determine how far a monster can move in a minute, an hour, or a day.

- A creature can move ten times its speed in a minute.
- A creature can move a number of miles equal to one tenth its speed in an hour. For example, a creature with a speed of 30 feet can move 3 miles in an hour.
- A creature can travel for up to 8 hours in a day without risking exhaustion. For each additional hour of travel beyond 8 hours, each mount must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours (starting with DC 11 at 9 hours). On a failed saving throw, a creature suffers one level of exhaustion.
- A creature can move at a slow pace over long distances, decreasing the distance traveled by 50%, but it can then move stealthily. Creatures cannot move stealthily at a normal or fast pace.
- A creature can move at a fast pace over long distances, increasing the distance traveled by 50% but suffering a -5 penalty to passive Wisdom (Perception) scores.
- Once per day, a mount can move much faster than a humanoid can for a short span of time. This is called galloping. A mount can ride at a gallop for up to an hour, covering twice the usual distance for a fast pace while suffering the typical passive Perception penalty.

Chapter 2: Races

The *Player's Handbook* and other sources describe races that often serve as minions of powerful dragons. If your party serves a dragon, it is likely that most of the characters are one of the following races. With your Dungeon Master's permission, the following monstrous minion races are also available for characters: bullywugs, draconians, ettercaps, gnolls, kobolds, lizardfolk, sligs, thri-kreen, and troglodytes.

Bullywug

You can learn about bullywug history, culture, and personalities in the *Monster Manual*.

Your bullywug has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity or Strength score (your choice) increases by 1.

Age. Bullywugs hardly ever live long enough to die of natural causes due to their constant warring for power within their own tribes. Bullywugs that do live that long typically die around age 45.

Alignment. Always hungry and preferring ambushes over direct conflict, bullywugs tend toward neutral evil.

Size. Most bullywugs are short and stout, roughly four and a half feet tall and 150 to 200 pounds. Older bullywugs are larger, with tribal leaders reaching as high as 8 feet tall and 350 pounds, primarily of rippling froggy muscle. Your size is Medium.

Speed. Your base walking speed is 20 feet, and you have a base swimming speed of 40 feet.

Languages. You can speak, read, and write Common and Bullywug. Bullywug is a dialect of Draconic that uses slurps and gargles instead of growls and hisses.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Speak with Frogs and Toads. You can communicate simple concepts to frogs and toads when you speak in Bullywug, as if you shared a language.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Dragonborn Variant: Draconian

Described briefly in chapter 2 of the *Player's Handbook*, draconians are created when a powerful mage conducts special ceremonies over a metallic dragon egg before it hatches. They have similar culture, history, and personalities as dragonborn, and qualify as dragonborn for racial prerequisites.

Your draconian has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Young draconians grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Draconians tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most draconians are raised to be evil by the mages that created them, but those who side with Bahamut can be awe-inspiring heroes.

Size. Draconians are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Draconic.

Metallic Ancestry. Your creature type is dragon, rather than humanoid. Choose a draconic ancestor from the Metallic Ancestry table, which determines your appearance and death throe effect. You also gain resistance to a damage type based on your ancestry.

Draconians lack the breath weapons of standard dragonborn.

Metallic Ancestry

Draconian Type	Scale Color	Damage Resistance
Aurak	Gold	Fire
Baaz	Brass	Fire
Bozak	Bronze	Lightning
Kapak	Copper	Acid
Sivak	Silver	Cold

Death Throe. When you die, your body undergoes a sudden, and often destructive, elemental change. Your metallic ancestry determines your death throe effect. If your death throe requires a saving throw or ability check, the DC is equal to 8 + your proficiency bonus + your Constitution modifier.

Aurak. Your body explodes in a miniature fireball. All creatures within 10 feet of you must make a Dexterity saving throw, taking 4d6 fire damage on a failed save or half that on a successful one.

Baaz. Your body suddenly polymorphs into stone. You are petrified for 1 minute. If a weapon was used to kill you, the creature wielding the weapon must succeed on a Dexterity saving throw or else the weapon gets stuck within your stony grasp, effectively disarming the creature. After 1 minute, you crumble to dust and the weapon is freed. A creature can attempt a Strength (Athletics) check as an action to remove the weapon.

Bozak. Your body suddenly polymorphs into glass and shatters. All creatures within 10 feet of you must make a Dexterity saving throw, taking 4d6 magical piercing damage on a failed save or half that on a successful one.

Kapak. Your body bursts into a pool of corrosive liquid. All creatures within 10 feet of you must make a Constitution saving throw, taking 4d6 acid damage on a failed save or half that on a successful one.

Sivak. Your body explodes into a cloud of heat-stealing dust. All creatures within 10 feet of you must make a Constitution saving throw, taking 4d6 cold damage on a failed save or half that on a successful one.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gliding Wings. Most draconians (the exception being aurak draconians) are born with large wings, which can be used to glide, but not fly.

When you start falling, you can use your reaction to begin gliding. For every 1 foot you fall, you can move horizontally up to 3 feet. When you slow your fall in this way, you fall at a rate of 20 feet each round and take no fall damage upon landing.

Spellcasting Draconians

Some draconians are born without wings. They lack the Gliding Wings trait and instead have the Innate Spellcasting trait. This is particularly common among aurak draconians.

Innate Spellcasting. You can cast *disguise self* once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast *suggestion* once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Ettercap

You can learn about ettercap history, culture, and personalities in the *Monster Manual*.

Your ettercap has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength or Wisdom score (your choice) increases by 1.

Age. Ettercaps grow quick and die young. Biologically an adult by 5 years old, and typically only living to 25.

Alignment. Opportunistic predators, ettercaps tend toward neutral evil. They enjoy hunting fey for food and for sport.

Size. Typically 4 to 5 feet tall, ettercaps have hunched backs and disproportionately long arms. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a climbing speed of 30 feet.

Languages. You can speak, read, and write Common.

Monstrosity. Your type is monstrosity, rather than humanoid.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Webslinger. While in contact with a web, you know the exact location of any other creatures in contact with the same web. You ignore movement restrictions caused by webbing.

In addition, starting at 3rd level, you can cast *web* once and can do so again after you finish a short or long rest. Constitution is your spellcasting ability for this spell.

Speak with Bugs. Through chipping and chittering, you can communicate very simple concepts with arachnids and insects as if you shared a language. Most of these creatures have too low of an intelligence to understand more than the most basic of ideas and questions.

Gnoll

You can learn about gnoll history, culture, and personalities in the *Monster Manual*.

Your gnoll has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Age. Much like their hyena ancestors, gnolls reach maturity around age 4 and live for as long as 15 years.

Alignment. Born from the blood of a powerful demon lord, gnolls tend toward chaotic evil.

Size. With hunched backs, gnolls stand roughly 5 to 6 feet tall and weigh around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Gnoll.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Rampage. Frenzied bloodlust runs in your veins. When you reduce a creature to 0 points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Gnoll Training. You are proficient with spears, shortbows, and longbows. Due to your nomadic lifestyle, you are also proficient in Survival.

Kobold

Originally printed in Volo's Guide to Monsters

You can learn more about kobold history, culture, and personalities in the *Monster Manual* and *Volo's Guide to Monsters*.

Your kobold has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.

Alignment. Kobolds are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law.

Size. Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Common and Draconic.

Lizardfolk

Originally printed in Volo's Guide to Monsters

You can learn more about lizardfolk history, culture, and personalities in the *Monster Manual* and *Volo's Guide to Monsters*.

Your lizardfolk has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

Alignment. Most lizardfolk are neutral. They see the world as a place of predators and prey, where life and death are natural processes. They wish only to survive, and prefer to leave other creatures to their own devices.

Size. Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Languages. You can speak, read, and write Common and Draconic.

Slig

A larger cousin of the kobold, sligs are just as thick around but stand more than twice as tall. Many genealogists suspect they are the descendants of kobold and hobgoblin tribes that mated centuries ago.

Slig heads are triangular with short snouts and small ears. Their eyes are yellow with vertically slit pupils, and their tails are but mere stubs. Much like snakes, their scales are so fine as to feel wet even when perfectly dry. Most are yellow-green, but their hides range anywhere from orange to dark olive. They usually do not wear clothing, but decorate their bodies with beads, trinkets, stones, and other forms of elegant jewelry.

Sligs are strong and move gracefully through their native forests and bayous. Typically living in communal tribes, they are raised from a young age to move gracefully through their environments. Sligs are also trained to fight with grandiose polearms, which they often use for hunting, fishing, and warring against other tribes.

Politics within and between sligs are firmly diplomatic. Chieftains leverage trade, gifts, and arranged marriages to maintain relationships and cement alliances. While some tribes choose their chieftains through combat, most operate through democracy. This democracy is only moderately corrupt - bribery is not only common, it is expected. A candidate who cannot buy voters is seen as not being financially wise enough to have amassed enough wealth to do so, and thus would make a poor leader.

Priests, trapmakers, warriors, and raiders are all considered among the elite in slig society. Adventurers are almost always well respected among slig tribes.

Slig Names

Sligs usually choose names in Draconic to emphasize their belief that they are descended from the greatest of dragons, or in Goblin to reflect their modern culture.

Example Male Names: Gundast, Hulek, Kolgryn, Oskelos, Starrixan, and Toslyan.

Example Female Names: Daxalya, Halynra, Ingryda, Kelcya, Toryanlas, and Tyxealas.

Male sligs take patronymic surnames, and females matronymic: Gundast son of Hulek, and Halyrna daughter of Daxalya for example.

Slig Traits

Your slig has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength or Wisdom score (your choice) increases by 1.

Age. Typically raised in two-parent family units, sligs are culturally considered adults at age 10, but continue to grow until around 20. The sligs who do not die in warfare or hunting accidents have similar lifespans to humans.

Alignment. Opportunistic, enterprising, and ambitious, sligs often come across as lawless thugs to outsiders. They tend toward chaotic alignments.

Size. Sligs are tall, thin, and naturally hunched over. Most stand just above 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, Draconic, and Goblin.

Acid Spit. You have the innate ability to lob corrosive loogies. You know the *acid splash* cantrip. Constitution is your spellcasting ability for this spell.

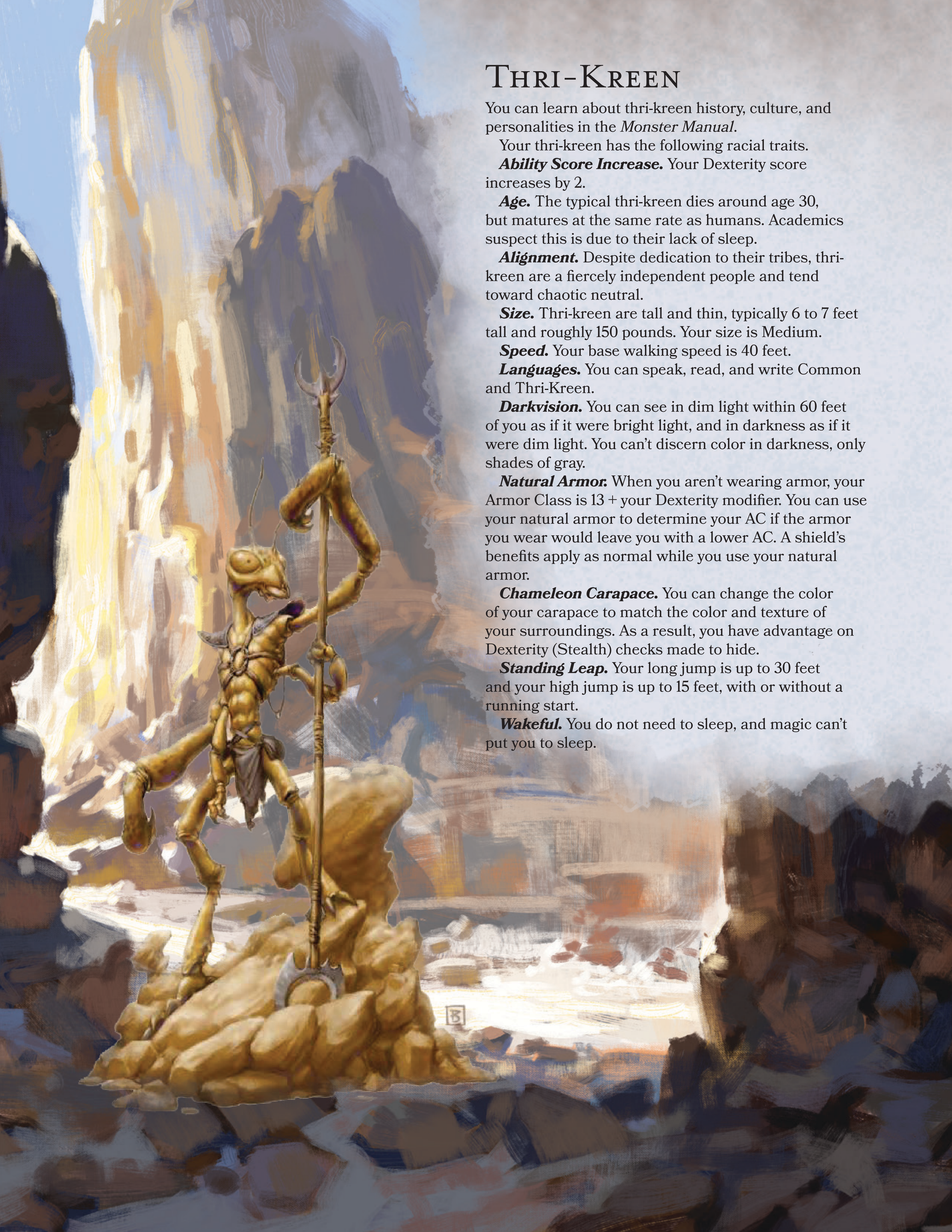
Proficiencies. You also are proficient in one of the following skills of your choice: Animal Handling, Athletics, Stealth, or Survival. You are also proficient with one artisan's tools or type of vehicle of your choice.

Slig Weapon Training. You have proficiency with glaives, halberds, and pikes.

Slig Variant: Ghaggler

Ghagglers are an aquatic cousin of the slig, which tend to be blue-gray rather than yellow-green. Ghagglers have the statistics of a slig, but lack the Slig Weapon Training trait. Instead they have the Ghaggler Biology trait.

Ghaggler Biology. You can breathe water and air, and you have a swimming speed equal to your walking speed.



Thri-Kreen

You can learn about thri-kreen history, culture, and personalities in the *Monster Manual*.

Your thri-kreen has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. The typical thri-kreen dies around age 30, but matures at the same rate as humans. Academics suspect this is due to their lack of sleep.

Alignment. Despite dedication to their tribes, thri-kreen are a fiercely independent people and tend toward chaotic neutral.

Size. Thri-kreen are tall and thin, typically 6 to 7 feet tall and roughly 150 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common and Thri-Kreen.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Armor. When you aren't wearing armor, your Armor Class is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Chameleon Carapace. You can change the color of your carapace to match the color and texture of your surroundings. As a result, you have advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

Wakeful. You do not need to sleep, and magic can't put you to sleep.

Troglodyte

You can learn about troglodyte history, culture, and personalities in the *Monster Manual*.

Your troglodyte has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Achieving maturity and old age sooner than most humanoids, troglodytes reach adulthood around age 12. Troglodytes usually die in battles to defend or claim territory, food, or other resources, but those few who die in peaceful old age tend to do so around 50.

Alignment. Troglodytes have a long history of tribal warfare and underhanded opportunism. Most troglodytes tend toward chaotic evil, but troglodyte adventurers often deviate from these traditions.

Size. Standing at least a head above most humans, troglodytes tend to be 7 to 8 feet tall with wide, muscular shoulders. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Troglodyte. Troglodyte is a dialect of Draconic that uses grunts and slurps instead of growls and hisses.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Chameleon Skin. You have advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of you must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour. The DC for this saving throw is equal to 8 + your Constitution modifier + your proficiency bonus.

Chapter 3: Feats and Gifts

This chapter expands on the Feats and Supernatural Gifts described in the *Player's Handbook* (chapter 6), *Dungeon Master's Guide* (chapter 7), *Mythic Odysseys of Theros* (chapter 1), and other sources. Your Dungeon Master may allow you to choose from some, all, or none of these options when selecting a feat or supernatural gift.

As described in *Mythic Odysseys of Theros*, feats can function as supernatural gifts and vice versa. As such, this chapter does not distinguish between the two.

Airborne Combatant

You are exceptionally skilled in fighting airborne enemies and have magical gifts to prove it. You can cast *feather fall* at will and you gain proficiency with air vehicles. While you are flying or are on a flying mount, you gain the following benefits:

- You have advantage on Wisdom (Animal Handling) checks made to direct or control your mount.
- You and your mount don't provoke opportunity attacks when you fly out of an enemy's reach.
- When an enemy misses you with a ranged attack, you can use your reaction to make a single ranged weapon attack.

Creature Slayer

You are unusually skilled at fighting certain creatures. Choose one of the following creature types: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze, plant, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs). You have advantage on checks made to research or recall information about creatures of that type. When you make an attack against the chosen creature type you gain the following benefits:

- You can roll one additional weapon damage die when determining the extra damage for a critical hit.
- Your weapon attacks count as magical for the purposes of overcoming resistance or immunity to nonmagical bludgeoning, piercing, or slashing damage.

You can take this feat more than once, choosing a different creature type each time.

Devastating Criticals

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack Additionally, the creature must succeed on a Constitution saving throw or be stunned until the end of its next turn. The DC for this saving throw is equal to 8 + your proficiency bonus + your Strength modifier (minimum of 8 + your proficiency bonus + 1).

Disciple of Ashardalon

Prerequisite: the Spellcasting or Pact Magic feature

You follow Ashardalon, a legendary, long-dead dragon of immense power and knowledge. He grants you additional spellcasting knowledge. Choose one of the following classes: artificer, bard, cleric, druid, paladin, ranger, sorcerer, warlock, or wizard. You learn three spells from that class's spell list, which count as class spells for you. You always have these spells prepared, and they do not count against the number of spells you can know or have prepared at a time. When you finish a long rest, you can switch these spells for any other qualifying spells from the same list.

You can only choose spells of a level for which you have spell slots to cast.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, paladin, sorcerer, or warlock; Wisdom for cleric, druid, or ranger; or Intelligence for artificer or wizard.

Disciple of Bahamut

Prerequisite: the Spellcasting or Pact Magic feature

You follow Bahamut, a dragon god of protection and valor. Additionally, you learn the *shield* spell and always have it prepared. It counts as a class spell for you and does not count against the number of spells you can know or have prepared at a time.

You can cast *shield* with a range of 30 feet, protecting another creature other than yourself that you can see, when it is hit by an attack or targeted by the *magic missile* spell.

Additionally, you have a +1 bonus to any saving throw you make, including death saving throws.

Disciple of Null

Prerequisite: the Spellcasting or Pact Magic feature

You follow Null, a dragon god of fate and perception. Choose one spell, which you learn and always have prepared, and which does not count against the number of spells you can know or prepare at a time. When you finish a long rest, you can switch this spell for another qualifying spell. It counts as a class spell for you.

This spell must be from the divination or illusion school of magic, and must be of a level for which you have spell slots to cast.

Additionally, as an action, you can gain special vision until the end of your turn. For a radius of 30 feet, you can see the true form of any shapechanger or creature concealed by illusion or transmutation magic.

Disciple of Tiamat

Prerequisite: the Spellcasting or Pact Magic feature

You follow Tiamat, a dragon god of power and domination. Choose a cantrip that requires a target creature to succeed on a saving throw or take damage. You learn that cantrip, which counts as a class spell for you and does not count against the number of cantrips you can know. When you deal damage to a creature using this cantrip, you deal an additional 1d4 damage.

Additionally, you gain a +1 bonus to spell attack rolls and your spell save DC.

Dispassionate Gaze

As an action, you can exhibit a calming presence. Each creature of your choice that is within 60 feet of you and aware of you must succeed on a Wisdom saving throw or become indifferent instead of hostile toward creatures of your choice, as if by a *calm emotions* spell, for 1 minute. The DC for this saving throw is equal to 8 + your Wisdom modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to your Dispassionate Gaze for the next 24 hours.

This indifference ends early if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Draconic Resilience

You gain resistance to your choice of two of the following damage types: acid, cold, fire, lightning, poison, and thunder.

You can select this feat multiple times. Each time you do, you must choose two new damage types.

Dread Aspect

As an action, you can exhibit a terrifying presence. Each creature of your choice that is within 60 feet of you and aware of you must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC for this saving throw is equal to 8 + your Charisma modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Dread Aspect for the next 24 hours.

Elemental Disciple

Attuning to the environment of the world around you, you learn an elemental discipline of your choice from among those available to the Way of the Four Elements monastic tradition in chapter 3 of the *Player's Handbook* or in another source. If the discipline requires your target to make a saving throw to resist the discipline's effects, the saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier.

You can use this discipline once without ki and must finish a short or long rest before you can use it in this way again. If you are a monk or have ki from another feature, you can spend ki to use this discipline as normal.

When you gain a level, you can replace this discipline with another discipline you meet the prerequisites for.

Hidecarved

Whether as tattoos, scars, blemishes, or some other marking, your skin is covered with arcane runes and sigils. Damage you take from spells is reduced by 3. This does not change the damage you take from other non-spell magical effects.

Additionally, your Intelligence, Wisdom, or Charisma score (your choice) increases by 1, to a maximum of 20.

Hoardstealer

You've learned how to quickly and temporarily configure spatial magic to your advantage. Once per long rest, you can turn any Tiny container (e.g. a coin purse or backpack) into a magical storage space. Such a container functions as a *bag of holding* for 1 hour, at which point the effect ends and anything still in the container is harmlessly ejected into the nearest unoccupied space.

Additionally, your Dexterity, Intelligence, or Wisdom score (your choice) increases by 1, to a maximum of 20.

Inspiring Aura

When a creature you can see within 30 feet of you makes an ability check or saving throw, you can use your reaction to give it a 1d4 bonus to that roll.

Internal Spell Focus

Prerequisite: the Spellcasting or Pact Magic feature

Through a cunning magical ceremony, you tie your own body to the fibers of the Weave. You can use your body as a spellcasting focus for your spells.

Additionally, your spellcasting ability score increases by 1, to a maximum of 20.

Keen Eyesight

You gain darkvision out to a range of 60 feet. If you already have darkvision, it instead increases its range by 30 feet. You also have advantage on Wisdom (Perception) checks that rely on sight, and your Wisdom score increases by 1, to a maximum of 20.

Rugged Recovery

Your metabolism is gifted with unnatural endurance. When you roll a 1 or 2 on any Hit Dice you spend at the end of a short rest, you can reroll the die and must use the new roll.

Additionally, whenever you fail a saving throw, you can magically call on your body to endure the effect.. As a reaction you may spend one Hit Die. Roll the Hit Die and add the result to your failed saving throw, potentially turning the failure into a success.

Sidestepper

When a creature within 5 feet of you makes a melee attack against you, you can use your reaction to make a special melee attack against the creature. On a hit, instead of dealing damage, you move 5 feet without provoking opportunity attacks, potentially causing the attack to miss if you move out of range. You can use this feature a number of times equal to your proficiency bonus, and must finish a short or long rest to restore expended uses.

Treasure Detector

You have an uncanny gift for knowing where to find valuables. As an action, you can sense the presence and nature of objects within 30 feet that are worth 100gp or more, and you can add twice your proficiency bonus to any check made to ascertain the value of an object.

Underwater Combatant

You are exceptionally good at fighting under the seas and have magical gifts to prove it. You gain the following benefits:

- You have a swimming speed equal to your walking speed.
- Being partially in water does not count as difficult terrain for you.
- Being underwater does not impose disadvantage on your weapon attacks.
- Your underwater ranged weapon attacks do not automatically miss a target beyond the weapon's normal range.

You also can cast *water breathing* at will, and can communicate with beasts that have an innate swimming speed as if by the speak with animals spell.

Untransmutable

You have advantage on saving throws against spells or other effects that would alter your form, such as a *polymorph* or *flesh to stone* spell, and your ability scores cannot be reduced by magical effects, such as by a shadow's Strength Drain attack, unless you wish them to be.

Additionally, your Strength or Constitution score (your choice) increases by 1, to a maximum of 20.

Racial Feats

Racial feats are feats that can only be taken by characters of a certain race.

Bullywug Speedster

Prerequisite: Bullywug race

You become increasingly athletic and nimble. Your base walking speed increases by 10 feet and your base swimming speed increases by 20 feet. You also gain proficiency in Athletics or Acrobatics (your choice), and your Strength or Dexterity score (your choice) increases by 1.

Draconian Resilience

Prerequisite: Dragonborn or Draconian race

With a magically empowered metabolism, you have advantage on saving throws against the effects of hunger and thirst, you are immune to the paralyzed condition, and magic can't put you to sleep.

Additionally, your Strength or Constitution score (your choice) increases by 1.

Jarak-Sinn

Prerequisite: Lizardfolk race

You gain the physical prowess of your primal ancestors. Your Strength, Dexterity, or Constitution score (your choice) increases by 1, to a maximum of 20, and your Bite attack deals an additional 1d4 acid damage.

Paralyzing Bite

Prerequisite: Ettercap, Gnoll, Kobold, Slig, Thri-Kreen, or Troglodyte race

You gain a bite attack option if you don't already have one. Using your fanged maw, you can make unarmed strikes. On a hit, you deal piercing damage equal to 1d4 + your Strength modifier (minimum of 1 damage), instead of the bludgeoning damage normal for an unarmed strike.

Once per short or long rest when you hit a creature with your bite attack, the target must succeed on a Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The DC for this saving throw is equal to 8 + your Constitution modifier + your proficiency bonus.

Additionally, your Strength, Dexterity, or Constitution score (your choice) increases by 1.

Chapter 4: Spells

Many of the character classes in the *Player's Handbook* and other sources harness magic in the form of spells. This chapter provides new spells for those classes, as well as for spellcasting monsters. The Dungeon Master decides which of these spells are available in a campaign and how they can be learned. For example, a DM might decide that some of the spells are freely available, that others are unobtainable, and that a handful can be found only after a special quest, perhaps discovered in a long-lost tome of magic. Wizard spells, in particular, can be introduced to a campaign in spellbooks found as treasure.

If you'd like to use any of these spells, talk to your DM, who may allow some, all, or none of them.

To ensure all dragon-related spells could be easily found in one location, some spells have been reprinted from official Wizards of the Coast products.

Spells by Level

**Originally found in Xanathar's Guide to Everything.*

1st Level
Burning blood
Detect dragon
Euphoria
Globular hoard
Razorfangs
Venomdust

2nd Level
Dragon's breath*
Gem tracer
Miser's envy
Phantasmal thief
Shield of warding
Threesteel
Voice of the dragon

3rd Level
Calm
Compel breath
Entice gift
Find the gap
Firetrail
Hide from dragons
Light of Xymor
Sentinel eye
Spell resistance

4th Level
Cold curtain
Draconic might
Easy passage
Fell the greatest foe
Find humanoid familiar
Vulnerability

5th Level
Animated breath
Antimagic ray
Dragon blight
Dragonsight
Wings of air

6th Level
Death dragon
Disorienting portal
Dragon ally
Revelation

7th Level
Chamber of vulnerability
King-killer shield

8th Level
Energy immunity
Illusory dragon*

9th Level
Dracorage
Dragonward
Ward the true name

Class Spell Lists

Artificer

1st Level
Burning blood
Euphoria
Globular hoard
Razorfangs
Venomdust

2nd Level
Gem tracer
Phantasmal thief
Threesteel

3rd Level
Sentinel eye
Spell resistance

4th Level
Cold curtain

5th Level
Animated breath
Antimagic ray

A History of Draconic Spells

In earlier editions of Dungeons and Dragons, some spells could only be cast by certain species. Those spells have been adapted here for general use, thanks to the efforts of Taranel of Waterdeep. Taranel was a powerful mage and student of Elmister, and spent over a decade researching and adapting draconic racial spells from *The Draconomicon*.

Bard

1st Level
Euphoria
Globular hoard

2nd Level
Gem tracer
Miser's envy
Phantasmal thief
Threesteel
Voice of the dragon

3rd Level
Calm
Compel breath
Entice gift
Sentinel eye

4th Level
Draconic might

5th Level
Antimagic ray
Dragonsight

6th Level
Disorienting portal
Revelation

7th Level
King-killer shield

9th Level
Dracorage
Ward the true name

Cleric

1st Level
Detect dragon

2nd Level
Miser's envy
Voice of the dragon

3rd Level
Calm
Entice gift
Light of Xymor
Spell resistance

4th Level
Draconic might
Fell the greatest foe

5th Level
Antimagic ray
Dragonsight
Vulnerability

6th Level
Revelation

7th Level
Chamber of vulnerability
King-killer shield

9th Level
Dracorage
Dragonward

Druid

1st Level
Burning blood
Razorfangs
Venomdust

3rd Level
Firetrail
Sentinel eye

4th Level
Easy passage

5th Level
Dragonsight
Wings of air

6th Level
Dragon ally

7th Level
Chamber of vulnerability

8th Level
Energy immunity

Paladin

2nd Level
Voice of the dragon

3rd Level
Calm
Light of Xymor
Spell resistance

4th Level
Draconic might
Fell the greatest foe

Ranger

1st Level
Detect dragon
Razorfangs
Venomdust

2nd Level
Gem tracer

3rd Level
Compel breath
Find the gap
Hide from dragons
Sentinel eye

4th Level
Easy passage
Fell the greatest foe

5th Level
Dragon blight

Sorcerer

1st Level
Burning blood
Euphoria
Globular hoard

2nd Level
Dragon's breath*
Miser's envy
Phantasmal thief
Threesteel
Voice of the dragon

3rd Level
Entice gift
Firetrail

5th Level
Animated breath
Antimagic ray
Wings of air

6th Level
Death dragon
Disorienting portal

7th Level
Chamber of vulnerability

8th Level
Energy immunity

Warlock

1st Level
Euphoria
Globular hoard
Razorfangs
Venomdust

2nd Level
Threesteel
Voice of the dragon

3rd Level
Entice gift

4th Level
Cold curtain
Find humanoid familiar

5th Level
Vulnerability

6th Level
Death dragon
Revelation

7th Level
King-killer shield

9th Level
Ward the true name

Wizard

1st Level
Detect dragon
Globular hoard
Razorfangs
Venomdust

2nd Level
Dragon's breath*
Gem tracer
Phantasmal thief
Threesteel

3rd Level
Cold curtain
Compel breath
Find the gap
Firetrail
Hide from dragons
Sentinel eye
Spell resistance

4th Level
Easy passage
Find humanoid familiar

5th Level
Animated breath
Antimagic ray
Dragon blight
Dragonsight
Wings of air

6th Level
Death dragon
Disorienting portal
Dragon ally

7th Level
Chamber of vulnerability

8th Level
Energy immunity
Illusory dragon*

9th Level
Dragonward
Ward the true name

DM Tip: Spell Prep and New Players

Artificers, clerics, druids, and paladins can choose from their entire class spell list when preparing spells after a long rest. New players may be overwhelmed by the wealth of options provided between the *Player's Handbook*, this book, and other sources you might make available. For such a player, consider adding only story-appropriate spells to the spell list of that player's character, or requiring a character to discover a spell in-game before they can learn it.

Spell Descriptions

Animated Breath

5th-level evocation

Casting Time: 1 action
Range: Self (15 ft. cube)
Components: V, S
Duration: Concentration, up to 1 minute
Classes: artificer, sorcerer, wizard
You breathe out a living blast of elemental energy in a 15-foot cube originating from you. This animated breath is a construct servant that obeys your verbal commands (no action required by you) and is friendly to you and your allies. It shares your initiative count and takes its turns immediately after you. It disappears at the end of the spell or if it is reduced to 0 hit points.

Animated Breath

Huge construct, unaligned

Armor Class 13 (natural armor)
Hit Points 57 (6d12 + 18)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities varies
Senses passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge -
Proficiency Bonus equals your bonus

Damage Type. Choose one of the following damage types. The animated breath is immune to that damage type, and its effects deal that type of damage.

- Acid. The breath's surge action deals double damage to nonmagical objects that aren't being worn or carried and to structures.
- Cold. A creature that fails a saving throw against the breath's surge action has its speed halved until the start of the breath's next turn.
- Fire. A creature that fails a saving throw against the breath's surge action ignites, taking an additional 1d4 fire damage at the start of each of its turns until it or another creature uses an action to put out the fire.
- Lightning. A creature that fails a saving throw against the breath's surge action can't take reactions until the start of the breath's next turn.
- Poison. A creature that fails a saving throw against the breath's surge action is poisoned until the start of the breath's next turn.

Radiation Zone. A creature that starts its turn in the breath's space takes 1d8 damage.
Amorphous. The breath can move through a space as narrow as 1 inch wide without squeezing.
Gaseous. The breath can occupy another creature's space and vice versa.

Actions

Surge. Each creature in the breath's space must make a Constitution saving throw. The save DC is equal to your spell save DC. On a failed save, it takes 13 (3d8) damage and may suffer an additional effect based on the breath's damage type.

Antimagic Ray

5th-level abjuration

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a pinch of powdered iron or iron filings)
Duration: Concentration, up to 1 minute
Classes: artificer, bard, cleric, sorcerer, wizard
You shoot a beam of silvery light at a creature or object you can see within range, which must succeed on a Charisma saving throw or be cursed with antimagic for 1 minute. If a creature is cursed in this way, this spell also affects all objects it is wearing or carrying while they are being worn or carried by the creature.

A creature cursed in this way cannot activate or be affected by any magic item it is carrying or wearing. It also cannot cast spells or make other magical effects, but it can be unwillingly subjected to spells and other magical effects.

An object cursed in this way cannot produce any magical effects for the duration.

The target of this spell can repeat the Charisma saving throw at the end of each of its turns, ending the effect on a success.

Burning Blood

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a bandage)
Duration: Concentration, up to 1 minute
Classes: artificer, druid, sorcerer
For the duration of the spell, any time you take bludgeoning, piercing, or slashing damage, you spray harmful fluids on all creatures within 5 feet. Each creature in the area must succeed on a Dexterity saving throw, or else take 1d6 acid, cold, fire, lightning, poison, or thunder damage (your choice when you cast the spell).

When you take damage triggering this effect, you roll a Constitution saving throw to maintain concentration after the effect is triggered.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Calm

3rd-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a cross-shaped medallion strung on a small ribbon)
Duration: 1 hour
Classes: bard, cleric, paladin
You create a mental barricade within a willing creature that you touch. Until the spell ends, the creature is immune to being frightened.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Chamber of Vulnerability

7th-level transmutation

Casting Time: 1 hour
Range: 60 ft.
Components: V, S, M (the tooth of an ancient dragon worth at least 1,000 gp, which is consumed by the spell)
Duration: 24 hours
Classes: cleric, druid, sorcerer, wizard
You ward a cube up to 30 feet on a side, centered on a point you can see within range, with powerful weakening magic. Choose one of the following damage types: acid, cold, fire, lightning, thunder, or poison. Effects that deal that type of damage deal double damage within the cube.

Cold Curtain

4th-level abjuration

Casting Time: 1 minute
Range: 60 ft. (20 ft. cube)
Components: V, S, M (an ice cube)
Duration: Until triggered or dispelled
Classes: artificer, warlock, wizard
You imbue a 20-foot cube centered on a point you can see within range with life-draining magic. When a creature first enters the space or starts its turn in the area, it must succeed on a Constitution saving throw or take 1d6 cold damage and have its maximum hit points reduced by the same amount. A creature whose maximum hit points is reduced to 0 dies. Once the spell has drained maximum hit points ten times, it ends.

A creature can only recover these lost maximum hit points by spending at least 7 days doing the Recuperating downtime activity, or by a greater restoration spell or similar magic.

When you cast the spell, you can designate creatures that it has no effect on, such as your servants or welcome guests.

At Higher Levels. When you cast this spell using a 5th-level spell slot or higher, the spell can drain maximum hit points an additional two times for every spell slot above 4th.

Compel Breath

3rd-level enchantment

Casting Time: 1 action
Range: 90 ft.
Components: V, S
Duration: Instantaneous
Classes: bard, ranger, wizard
Choose a creature you can see within range that has a Breath Weapon action or similar feature. That creature must succeed on a Wisdom saving throw, or else immediately use its breath weapon. It can choose which direction it uses its breath weapon in.

If the target does not have a breath weapon, or if it cannot use it (such as if the creature is waiting for the trait to recharge), the spell fails.

Death Dragon

6th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of a broken dracolich phylactery, worth at least 100 gp)
Duration: Concentration, up to 1 minute
Classes: sorcerer, warlock, wizard
You shroud yourself with the departed spirit of a powerful dracolich. For the duration of the spell, you gain the following benefits:

- You have resistance to necrotic damage and immunity to poison.
- You have advantage on saving throws against the charmed, frightened, and paralyzed conditions, as well as against exhaustion.
- You gain 30 temporary hit points.
- You gain a +2 bonus to your AC.
- As a bonus action, you can make a melee spell attack against a creature you can reach. On a hit, the target takes 5d4 necrotic damage and 5d4 slashing damage.
- As an action, you can exhale a breath of frightening gas. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or become frightened of you for the duration. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Detect Dragon

1st-level divination

Casting Time: 1 action
Range: Self (120 ft. sphere)
Components: V, S, M (a coin worth at least 1 gp)
Duration: Instantaneous
Classes: cleric, druid, ranger, wizard
In a burst of magical detection, you determine whether there are any dragons within 120 feet of you. You detect the quantity and kind of every dragon within range, even dragons shapeshifted as other creatures, but not the location. You do not detect dragons under the effects of a *nondetection* spell or similar magic.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, the radius increases to 1 mile.

Disorienting Portal

6th-level conjuration

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a key that fits no lock)
Duration: 1 minute
Classes: bard, sorcerer, wizard
You create a portal within a doorway or other opening up to 10 feet on a side to a teleportation circle you know the sigil sequence of. A creature or object that passes through this portal must succeed on a Charisma saving throw or be stunned until the end of its next turn and be teleported to the teleportation circle. As an action within 1 minute after passing through the portal, the teleported creature can choose to instantly return.

When you cast this spell, you can choose to make it hidden or obvious. If you choose obvious, any creature who looks at the opening can see a hazy image of the destination and can tell it is a magical portal. If you choose hidden, it requires a successful Perception check against your spell save DC to determine that there is a portal there, in what otherwise appears as a normal opening.

If the opening is blocked, such as by closing a door in a door frame, creatures cannot depart from the portal, but creatures transported to the teleportation circle can still return.

At Higher Levels. When you cast this spell using a spell slot higher than 6th level, the duration increases. Using a 7th-level slot increases the duration to 1 day. Using an 8th-level slot increases it to 30 days. Using a 9th-level slot increases it to an indefinite period, until dispelled or until you end it as an action.

Draconic Might

4th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration (up to 10 minutes)
Classes: bard, cleric, paladin
You touch a willing creature and empower it with the resilience of dragonkind. For the duration, the creature has a +5 bonus to Strength-, Dexterity-, and Constitution-based saving throws and ability checks. It also is immune to magical sleep and the paralyzed condition.

Dracorage

9th-level enchantment

Casting Time: 1 action
Range: 300 ft. (60 ft. sphere)
Components: V, S
Duration: Concentration, up to 1 minute
Classes: bard, cleric, wizard
A faint white mist fills a 60-foot-radius sphere centered on a space you can see within range. The area becomes lightly obscured for the duration, and each dragon within the area must make an Intelligence saving throw. On a failed save, the dragon's Intelligence score is reduced to 2 for the duration of the spell, and the dragon becomes hostile and violent towards all other creatures. On a successful save, the dragon is unaffected.

Dragon Ally

6th-level conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a coinpurse containing 500 gp, which is consumed by the spell)
Duration: 1 hour
Classes: druid, wizard
You summon an elemental spirit that takes the form of a dragon (your choice of which kind) with a challenge rating equal to or lower than 6. It appears in an unoccupied space that you can see within range. The dragon is also considered an elemental, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned dragon is friendly to you and your companions. It rolls its own initiative and takes its own turns, but obeys any verbal commands that you issue to it (no action required by you).

The DM has the dragon's statistics.

At Higher Levels. When you cast this spell using an 8th-level slot or higher, the summoned spirit can instead take the form of an adult dragon (your choice of which type).

Dragon Blight

5th-level evocation

Casting Time: 1 action
Range: 60 ft. (20 ft. sphere)
Components: V, S, M (a small chunk of phosphorous)
Duration: Concentration, up to 1 minute
Classes: ranger, wizard
You create a 20-foot-radius sphere of phosphorescent fog of withering magic centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until dispersed by a strong wind, ending the spell. Its area is lightly obscured and sheds dim light for 5 feet.

Whenever a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one.

Dragons, yuan-ti, and other reptilian creatures make their saving throw against this spell with disadvantage, and the spell deals maximum damage to such a creature.

Dragon's Breath

Originally printed in Xanathar's Guide to Everything
2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch (15 ft. cone)
Components: V, S, M (a hot pepper)
Duration: Concentration, up to 1 minute
Classes: sorcerer, wizard
You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Dragonsight

5th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a dragon scale carved in the shape of an eye)
Duration: Concentration, up to 10 minutes.
Classes: bard, cleric, druid, wizard
You gain darkvision for a radius of 120 feet and blindsight for a radius of 60 feet for the duration.

Dragonward

9th-level abjuration

Casting Time: 10 minutes
Range: 120 ft. (1-mile sphere)
Components: V, S, M (at least 1,000 gold pieces, which the spell consumes)
Duration: 24 hours
Classes: cleric, wizard
You ward a 1-mile-radius sphere, centered on a point you can see within range, against dragons. Dragons can't enter the area. If a dragon is already in the area when you cast the spell, the spell fails.

If you cast this spell in the same place every day for a year, it becomes permanent.

Easy Passage

4th-level transmutation

Casting Time: 1 action
Range: Self (30 ft. line)
Components: V, S, M (a shoehorn)
Duration: Concentration, up to 10 minutes
Classes: druid, ranger, wizard
You create a slight dimensional warp within a corridor, which expands to accommodate creatures too large to normally fit comfortably. Choose a line up to 5 feet wide and 30 feet long, originating from yourself. Creatures in that area that would normally have to squeeze to fit no longer have to squeeze, and creatures that are normally one size too large to squeeze can now squeeze to fit. If such a creature is in the passage when the spell ends, it is harmlessly ejected into the nearest unoccupied space that it can fit in.

The spell creates no instability in a structure surrounding it.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, the length of the line increases by 30 feet for every slot above 4th.

Energy Immunity

8th-level abjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a fire opal worth at least 100 gp, which is consumed by the spell)
Duration: 24 hours
Classes: druid, sorcerer, wizard
Touch a creature and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The creature is immune to the selected damage type for the duration.

Entice Gift

3rd-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous
Classes: bard, cleric, sorcerer, warlock
You point at a creature you can see within range and whisper a tangle of archaic words. That creature must make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn. While charmed in this way, it can do nothing but move towards you in a safe manner. While the affected creature is within 5 feet of you, it offers you any objects it is holding. You can use your reaction to remove such objects from the creature's grasp.

Euphoria

1st-level enchantment

Casting Time: 1 action
Range: 5 ft.
Components: V, S, M (a handful of dandelion fluff)
Duration: Concentration, up to 1 minute
Classes: artificer, bard, sorcerer, warlock
You exhale a puff of euphoric gas at one creature within range. The target must succeed on a Wisdom saving throw or it cannot take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn.

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a Wisdom saving throw, ending the effect on a success.

Fell the Greatest Foe

4th-level divination

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
Classes: cleric, paladin, ranger
You bolster the mind of a willing creature you can see within range to understand the weaknesses of the most formidable of enemies. Once per turn, that creature can deal an additional 1d6 damage with a weapon attack. If the target of the attack is Large, the additional damage increases to 2d6. If the target is Huge, the additional damage increases to 3d6. If the target is Gargantuan, the additional damage increases to 4d6.

At Higher Levels. When you cast this spell using a 6th-level spell slot or higher, the additional damage increases by 1d6 for every two levels above 4th.

Find Humanoid Familiar

4th-level conjuration

Casting Time: 1 hour (ritual)
Range: 10 ft.
Components: V, S, M (100 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
Duration: Instantaneous
Classes: warlock, wizard
You gain the service of a familiar, a spirit that takes a goblinoid or reptilian humanoid form you choose: **bugbear**, **commoner**, **goblin**, **hobgoblin**, **kobold**, **lizardfolk**, or **orc**. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a dragon instead of a humanoid.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, including ones cast by the *find familiar* spell. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form from the above list.

Find the Gap

3rd-level divination

Casting Time: 1 bonus action
Range: 30 ft.
Components: V
Duration: Instantaneous
Classes: ranger, wizard
You magically discern the movement patterns and armor weaknesses of your enemy. A creature of your choice within range must succeed on a Wisdom saving throw or have an Armor Class of 10 against your attacks until the end of your turn.

Firetrail

3rd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Classes: druid, sorcerer, wizard
Disappearing in a puff of smoke, you teleport horizontally to an unoccupied space you can see within 30 feet. Small embers fall from a 5-foot wide straight line between where you teleported from and teleported to. These embers fall 30 feet per round. A creature that would be touched by these embers must succeed on a Dexterity saving throw or take 4d8 fire damage. Flammable, nonmagical structures and objects that aren't being worn or carried that are touched by the embers catch fire. Once a 5-foot square section of embers have come in contact with a creature, object, or structure, it disappears.

At Higher Levels. When you cast this spell using a 4th-level spell slot or higher, the damage increases by 1d8 for each slot above 3rd.

Gem Tracer

2nd-level divination

Casting Time: 1 minute
Range: Touch
Components: V, S, M (any gem worth at least 100 gp)
Duration: 7 days
Classes: artificer, bard, ranger, wizard
By pressing the gem used to cast this spell against an object, you enchant the gem to magically track it. As an action, you can speak a command word to the gem while holding it and know where the tracked object is and whether it is being worn or carried by a creature, but you do not learn the identity of that creature. This spell functions at any distance, as long as you are on the same plane of existence.

If the object is being worn or carried by a creature you cast the *scrying* spell on, that creature has disadvantage on its saving throw against the spell.

Globular Hoard

1st-level transmutation

Casting Time: 1 hour
Range: 60 ft. (5 ft. cube)
Components: V, S, M (a bottle of glue)
Duration: Until dispelled
Classes: artificer, bard, sorcerer, warlock, wizard
You magically cement a pile of objects together. Choose a 5 foot cube within range. All objects within that cube that are touching each other, that aren't being worn or carried, magically fasten themselves together. These objects effectively become one very large, very heavy object. They do not glue themselves to any structures, such as floors or walls.

To remove an object from the pile without picking up the pile as a whole, a creature can attempt an Athletics check against your spell save DC as an action. On a success, the enchantment ends for that object and can be removed. On a failure, nothing happens.

You can dismiss the effect as an action. If someone casts this spell on an object under the effects of this spell, the first casting ends and the second casting fails.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, the cube increases by up to 5 feet on a side for every level above 1st. For example, casting this spell using a 3rd level spell slot allows you to create this effect in a cube between 5 and 15 feet on a side.

Hide from Dragons

3rd-level abjuration

Casting Time: 1 action
Range: 30 ft.
Components: S, M (a pickled dragon eye)
Duration: Concentration, up to 10 minutes
Classes: ranger, wizard
You ward up to three willing creatures you can see within range from the detection of dragons. Dragons cannot see, hear, or smell the warded creature, even with blindsense. Dragons act as though the warded creature is not there.

If a warded creature touches a dragon, makes an attack, or casts a spell, the spell ends for all recipients.

At Higher Levels. When you cast this spell using a 4th-level slot or higher, you can target one additional creature for every level above 3rd. When cast using a 6th-level slot or higher, the duration is instead Concentration, up to 1 hour.

Illusory Dragon

Originally printed in Xanthar's Guide to Everything
8th-level illusion

Casting Time: 1 action
Range: 120 ft.
Components: S
Duration: Concentration, up to 1 minute
Classes: wizard
By gathering threads of shadow material from the Shadowfell, you create a Huge shadowy dragon in an unoccupied space that you can see within range. The illusion lasts for the spell's duration and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Wisdom saving throw or become frightened of it for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it can repeat the saving throw, ending the effect on itself on a success.

As a bonus action on your turn, you can move the illusion up to 60 feet. At any point during its movement, you can cause it to exhale a blast of energy in a 60-foot cone originating from its space. When you create the

dragon, choose a damage type: acid, cold, fire, lightning, necrotic, or poison. Each creature in the cone must make an Intelligence saving throw, taking 7d6 damage of the chosen damage type on a failed save, or half as much damage on a successful one.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically, it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the dragon can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its breath.

King-Killer Shield

7th-level abjuration

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute
Classes: bard, cleric, warlock
When you cast this spell, choose up to 3 willing creatures you can see within range to protect with this spell. Until the spell ends, whenever a protected creature makes an Intelligence, Wisdom, or Charisma saving throw, it can treat any roll of 14 or lower on the die as a 15. If a protected creature is subjected to an effect that allows it to make such a saving throw to take only half damage, it instead takes no damage if it succeeds and only half damage if it fails.

At Higher Levels. When you cast this spell using an 8th-level slot or higher, you can target two additional creatures for every level above 7th.

Light of Xymor

3rd-level evocation

Casting Time: 1 action
Range: Self (60 ft. sphere)
Components: V, S, M (a metallic dragon scale)
Duration: Concentration, up to 10 minutes
Classes: cleric, paladin
Channeling the power of the dragon god Bahamut (also known as Xymor), you emit a 30-foot-radius sphere of bright light, shedding dim light for an additional 30 feet beyond that. A dragon creature can't willingly enter the light unless it succeeds on a Wisdom saving throw. When a dragon enters the spell's area for the first time on a turn or starts its turn there, it takes 2d6 radiant damage.

If you move so that an affected creature is forced to enter the light, the spell ends. If you cast the spell with an affected creature already within the sphere, the spell fails.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Miser's Envy

2nd-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (an empty coinpurse)
Duration: Concentration, up to 1 minute
Classes: bard, cleric, sorcerer
Choose a creature and object you can see within range. The creature must succeed on a Wisdom saving throw or be overcome with passionate desire to obtain the object. It must spend its action and movement on each turn trying to get the object, even attempting acts that are dangerous to itself, but not suicidal. The creature cannot willingly move farther away from the object. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Dragons have disadvantage on saving throws against this spell.

Phantasmal Thief

2nd-level conjuration

Casting Time: 1 action
Range: 60 ft.
Components: S, M (a spool of green thread)
Duration: Concentration, up to 1 minute
Classes: artificer, bard, sorcerer, wizard
This spell creates an invisible, mindless, shapeless, Medium force that can pilfer items at your command until the spell ends. When this thief grabs an object that isn't being worn or carried by something other than itself, that object turns invisible. It can only hold one object at a time, weighing up to 20 times your spellcasting ability modifier (minimum of 20 pounds).

The thief's Dexterity score is equal to your spellcasting ability score. It is proficient in Acrobatics and Sleight of Hand. It can attempt to wrestle an object out of a creature's grasp. That creature must succeed on a Strength or Dexterity saving throw (creature's choice) against your spell save DC, or else the thief takes the item. It can also attempt a Dexterity (Sleight of Hand) to pickpocket or steal items.

The thief has a speed of 30 feet, an AC equal to your spell save DC, 1 hit point, and immunity to poison and psychic damage. It cannot make any meaningful attacks. As an action, you can mentally command the servant to move up to 30 feet and take the Dash or Use an Object action. If the thief is reduced to 0 hit points, the spell immediately ends and any objects it is holding are dropped.

Razorfangs

1st-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: artificer, druid, ranger, warlock, wizard
For the duration of the spell, your melee attacks score a critical hit on a roll of 19 or 20.

Revelation

6th-level divination

Casting Time: 1 minute
Range: 100 ft. (20 ft. sphere)
Components: V, S, M (dandelion fluff and rare herbs worth at least 50 gp, which are consumed by the spell)
Duration: 1 hour
Classes: bard, cleric, warlock
You imbue an area with truth and banish deception. Choose a 20-foot-radius sphere centered on a point you can see within range. Creatures perceive the original form of shapechangers (or creatures that are transformed by magic) within the area, and can discern any illusions in the area as illusions. Deception checks within the area are made with disadvantage.

At Higher Levels. When you cast this spell using a slot of 7th level, the duration increases to 1 day. When you cast it using a slot of 8th level, the duration increases to 30 days. When you cast it using a slot of 9th level, the spell lasts until dispelled.

Sentinel Eye

3rd-level divination

Casting Time: 10 minutes
Range: 30 ft.
Components: V, S
Duration: 8 hours
Classes: artificer, bard, druid, ranger, wizard
You conjure a spectral, glowing eyeball in an unoccupied space that you can see within range. The eye keeps watch over everything that it can see within 120 feet of its conjuration point, and cannot move. If you leave the area, the spell ends early.

The eye has truesight out to a range of 120 feet. It is a six-inch translucent orb that sheds dim light for a 5-foot radius. Sneaking past the eye requires a successful Dexterity (Stealth) check with a DC equal to your spell save DC.

If the eye detects a creature that is hostile to you or your allies within the area, it alerts you with a ping in your mind. This ping awakens you if you are sleeping.

Shield of Warding

2nd-level abjuration

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a shield worth at least 1 sp)
Duration: 1 hour
Classes: artificer, cleric, paladin
You enchant a nonmagical shield you are holding with a greater measure of protection. For the duration of this spell, while a creature is holding this shield it has a +1 bonus to AC and advantage on Dexterity saving throws.

Spell Resistance

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wooden wand)
Duration: 10 minutes
Classes: artificer, cleric, paladin, wizard
You touch a willing creature, which has advantage on saving throws against spells for the duration.

Threesteel

2nd-level illusion

Casting Time: 1 action
Range: 20 ft.
Components: V, S, M (a weapon worth at least 1 cp, which has the Thrown property)
Duration: Instantaneous
Classes: artificer, bard, sorcerer, warlock, wizard
You create three illusory duplicates of the weapon used as this spell's material component, which you throw at up to 3 creatures of your choice you can see within range. Each creature must succeed on an Intelligence saving throw or take 3d4 bludgeoning, piercing, or slashing damage (whichever is appropriate for the material component weapon).

If you throw multiple illusory weapons at one creature, that creature must make a separate saving throw for each weapon.

At Higher Level. When you cast this spell using a 3rd-level spell slot or higher, each weapon deals an additional 1d4 damage for every level above 2nd.

Venomdust

1st-level evocation

Casting Time: 1 action
Range: 5 ft.
Components: V, S, M (a rattlesnake's rattle)
Duration: 30 days
Classes: artificer, druid, ranger, warlock, wizard
You cover an object within range that is up to 1 foot on a side and isn't being worn or carried with a fine, poisonous powder. This powerful poison activates by touch and passes through any nonmagical clothing or armor. A creature who touches this object must make a Constitution saving throw, taking 2d10 poison damage

on a failed save, or half that on a successful one. After a creature attempts a saving throw against this poison, the poison disappears. It also disappears after 30 days, if the caster dispels it as an action while within 5 feet, or if it is subject to a strong wind.

The dust is nearly imperceptible to most creatures, even with careful observation. A creature who succeeds on a Wisdom (Perception) check against your spell save DC can tell that the object is covered with a fine, dangerous dust. The creature doesn't necessarily know that the dust is poisonous or that it was created by this spell.

You are immune to this dust and do not have to make a saving throw when you touch the target object.

Spellcasting dragons of all types often protect their valuables (or even doorknobs) with a venomdust spell.

At Higher Levels. When you cast this spell using a 2nd-level spell slot or higher, its damage increases by 1d10 for every slot higher than 1st.

Voice of the Dragon

2nd-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V
Duration: Concentration, up to 10 minutes
Classes: bard, cleric, paladin, sorcerer, warlock
Choose a willing creature within range. For the duration, that creature is filled with awe-inspiring draconic spirits, and can add a +10 to any Deception, Intimidation, or Persuasion checks it makes. It also becomes fluent in spoken Draconic for the duration.

Vulnerability

4th-level transmutation

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a golden wedge worth at least 100 gpl)
Duration: Concentration, up to 1 round.
Classes: cleric, warlock
Choose a creature you can see within range, which must succeed on a Wisdom saving throw or else be cursed until the start of your next turn. A creature cursed in this way is vulnerable to all damage it is not normally immune or resistant to.

Ward the True Name

9th-level divination

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a pile of pearl dust, worth at least 1,000 gp, which is consumed by the spell)
Duration: Until dispelled or triggered
Classes: bard, warlock, wizard
You protect your identity with eldritch forces. If anyone uses magic spells or items to inquire about you while on the plane of existence you cast this spell on, such as by the *scrying*, *commune*, or *legend lore* spells, you instantly become aware of it. This wakes you from nonmagical sleep, but does not interrupt a short or long rest. The spell then ends.

You learn the spell or item that was used and who activated it. You do not learn where they activated it, what they were asking, what they are planning to do with the information, or whether they are hostile, indifferent, or friendly toward you.

If you have multiple instances of this spell cast on one plane at a time when this spell would be triggered, the oldest casting of the spell triggers and the others are unaffected.

Wings of Air

5th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small piece of dragon leather)
Duration: 1 hour
Classes: druid, sorcerer, wizard
Large, ferocious dragon wings instantaneously burst from your back, tearing any nonmagical clothing or armor that would cover them. You gain a flying speed of 120 feet for the duration. The wings gently fold into your back at the end of the spell, or if you dismiss them early as an action.

For the duration, you have advantage on Dexterity saving throws and on Dexterity (Acrobatics) checks while airborne.

When the spell ends, you fall if you are still aloft, unless you can stop the fall.

Chapter 5: Magic Items

The *Dungeon Master's Guide* describes dozens of magic items for use in Dungeons & Dragons adventures, which grant capabilities a character could rarely have otherwise or that complement their owner's capabilities in wondrous ways. This chapter describes more items for every tier of play–items created by dragons, for dragons, or to be discovered in a dragon's massive hoard. All the items use the magic item rules in the *Dungeon Master's Guide*.

To ensure all dragon-related items can be easily referenced in one location, some magic items from official Wizards of the Coast publications have been reprinted here for your convenience.

Magic Items by Rarity

** = Originally published in a Wizards of the Coast book.*

Varies
Dragon masks*
Figurine of wondrous power (Opal Dragon)
Scroll of creature conjuring
Stinkberry

Uncommon
Black luminary
Circlet of the wyrm
Claws of the ripper
Dragon dowsing rod
Dragon's eye amulet
Draught of metallic dragon breath
Insignia of claws
Jaws of the dragon
Necklace of adaptation*
Pectoral of maneuverability
Ring of dragons
Shield of command
Skull talisman
Stone of aerial alarm

Rare
Blade of great doom
Bow of the mighty hunter
Crown of the death dragon
Dragon slayer*
Dragontooth dagger*
Gauze of appearance
Gemstone of fortification
Idol of apostasy
Longspear of piercing
Ring of dragonshape
Rod of the dark lady
Scalebane bottle

Very Rare
Armor of mobility
Arrow of slaying
Dragon scale mail*
Helm of supreme wizardry
Hurricane's eye
Manual of draconic golems
Platform of healing

Legendary
Amulet of supremacy
Dragonstaff of Ahghairon*
Gem of wisdom
Ghazir the desert's edge
Kayas the krakenscourge
Monocle of Bathalos
Pearl of knowledge
Scepter of Cimbar
Staff of Shoon
Unconquered standard of Arkhosia

Artifact
Blood of Io
Draco Mystere
The Draconomicon
Mask of the Dragon Queen*
Kuraltaar the Demonshield
Orb of Dragonkind*
Seal of the Lawbringer
Silver Sickles of Soranth
Spear of Urrok the Brave
Teeth of Dahlver-Nar*

Item Descriptions

The DM can choose to place any of the following items into your campaign. The items are presented in alphabetical order.

Amulet of Supremacy

Wondrous item, legendary (requires attunement)

While wearing this amulet, anytime you would deal damage to a creature, you can roll twice and choose which result to use.

Armor of Mobility

Armor (any light armor), very rare

While wearing this armor, you gain the following benefits:

- You have a +1 bonus to your AC.
- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Arrow of Slaying

Originally printed in the Dungeon Master's Guide
Weapon (arrow), very rare

An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *arrows of dragon slaying* and *arrows of blue dragon slaying*. If a creature belonging to the type, race, or group associated with an *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

Black Luminary

Wondrous item, uncommon

This 3-foot-diameter hemisphere radiates a permanent *darkness* spell. It has a built-in shutter that a creature can use an action to open or close, effectively activating and deactivating the device.

If the *darkness* overlaps with a light-producing spell of 3rd level or higher, the black luminary deactivates until the spell ends or they would no longer overlap.

Blade of Great Doom

Weapon (any sword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you can use it to cast *fell the greatest foe* (a spell from chapter 4 of this book) on yourself once. Once the sword has been used to cast that spell, it cannot be used to do so again until the next dawn.

Blood of Io

Potion, artifact

This elegant glass vial adorned with golden filigree contains 1d4 + 1 doses of thick, maroon blood of the former dragon god Io, who was long ago split into the three gods known today as Bahamut, Tiamat and according to some stories, Null. The blood and its vial are immune to all damage.

As an action, you can sip from the vial and gain the following benefits for 1 minute.

- You have resistance to acid, cold, fire, lightning, poison, and thunder damage.
- Your weapon attacks deal an additional 2d8 force damage against elemental creatures.
- As an action, you can make a melee spell attack (+10 to hit) against a single target you can see within 10 feet. On a hit, the target takes 19 (4d6 + 5) damage of your choice of one of these damage types: acid, cold, fire, lightning, poison, or thunder.
- You are fluent in Draconic, Celestial, and all dialects of Primordial (Auran, Aquan, Ignan, and Terran).
- You can communicate telepathically with the *Blood of Io* at any distance, as long as you are on the same plane of existence.

The vial magically refills 1 dose, to a maximum of 5, each day at dawn.

Random Properties. When you drink the *Blood of Io*, you are subject to the following additional random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

Sentience. The *Blood of Io* is a sentient neutral potion with an Intelligence of 26, a Wisdom of 18, and a Charisma of 30. It has hearing and blindsight out to a range of 60 feet (blind beyond this radius). It can communicate telepathically with any creature within 60 feet, which can respond in turn if it shares a language. It is fluent in Celestial and Draconic.

Personality. The blood's purpose is to restore Io by merging his sundered portions into one being. The DM determines whether this can be done and, if so, whether the Blood of Io knows how. In the meantime, it contents itself to oppose megalomaniacal elementals and unnatural draconic aberrations, such as draconians and dracoliches.

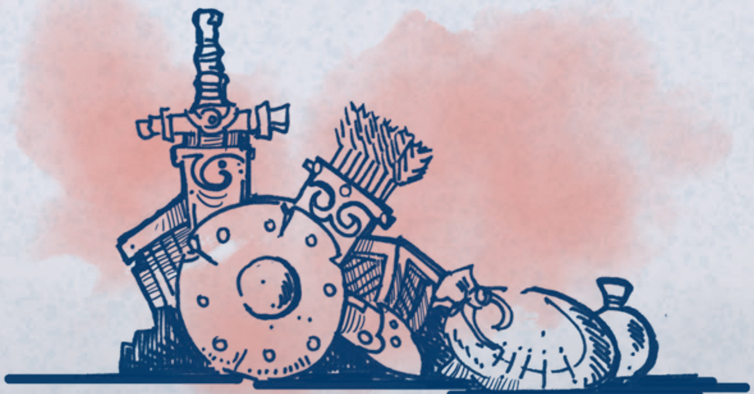
Destroying the Blood of Io. Destroying the *Blood of Io* requires the potion to be willingly drunk by an avatar of Bahamut, Null, or Tiamat. If the vial is somehow broken through other great, powerful means, it disappears in a cloud of ash and reforms in a random peddler's stall in the City of Brass on the Elemental Plane of Fire in 1d12 days.

Bow of the Mighty Hunter

Weapon (any bow or crossbow), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Three times each day, when you hit a creature with ammunition fired from this bow or crossbow, you can force it to make a DC 15 Constitution saving throw. On a failed save, the creature's Strength score is reduced by 1d4. A creature's Strength score cannot be reduced below 1 in this way.



Circlet of the Wyrm

Wondrous item, uncommon (requires attunement), cursed

A circlet of the wyrm bestows its wearer vestigial powers of the dragon from whose bones it was crafted. The DM chooses or rolls randomly on the Dragons and Damage table to determine the circlet's associated dragon and damage types.

While wearing this circlet of carved bone, you have resistance to the dragon's associated damage type and receive a +2 bonus to Charisma checks you make.

Rumors occasionally circulate regarding a circle of the great wyrm that grants additional powers, but this hasn't been found yet.

Curse. Whenever you take damage while wearing this crown, there is a 5% chance you will be stunned until the end of your next turn.

Dragons and Damage

d10	Common Dragon Types	Damage Type
1	Black, Copper	Acid
2	Silver, White	Cold
3	Brass, Gold, Red	Fire
4	Blue, Bronze	Lightning
5	Sapphire	Thunder
6	Green	Poison
7	Emerald	Psychic
8	Crystal	Radiant
9	Topaz, Shadow	Necrotic
10	Amethyst	Force

Claws of the Ripper

Wondrous item, uncommon

While wearing these metallic, long-fingered gloves, you can add your Strength modifier to the damage of your unarmed strikes twice instead of once.

Crown of the Death Dragon

Wondrous item, rare (requires attunement)

This horned crown, a former phylactery of a long-forgotten dracolich, can imbue you with arcane powers of undeath. Once each day as an action, you can cast *death dragon* (a spell in chapter 4 of this book) on yourself.

Draco Mystere

Wondrous item, artifact

This book contains the sum of mortal knowledge regarding dragons. If you spend 48 hours over a period of 6 days or fewer studying the book's contents, you permanently gain the following benefits:

- You have advantage on checks made to research or recall information about dragons.
- You are immune to the paralyzed condition.
- Magic can't put you to sleep.
- Your Intelligence, Wisdom, or Charisma score (your choice) increases by 2, as does your maximum for that score.

After you finish studying the *Draco Mystere*, there is a 50% chance it teleports to a random bookshelf on a random plane of existence.

A creature can benefit from studying the *Draco Mystere* only once.

The Draconomicon

Wondrous item, artifact (requires attunement)

This special book is two feet wide, three feet tall, and eight inches thick. It is bound in white dragonhide leather, secured to the hardwood cover by sovereign glue. Two platinum, reptilian eyes adorn the front, set above a platinum downward-pointing flame. The pages of this book are actually thin sheets of an unknown metal, bound together by two rings set into the spine of the book.

The text itself is written in Thorass, a long-dead ancestor of today's Common tongue, and the title translates to "Concerning Dragons" in this language. Although they use the same alphabet, the words and grammar structure are worlds apart from Common. The text itself is nearly indecipherable to any but the most learned of linguists, if not using magical aid (such as the *comprehend languages* spell or a warlock's Eyes of the Rune Keeper eldritch invocation). The DM may determine that the book is protected from such divination magic, requiring party members to consult an expert in dead languages to understand the text.

When you attune to the book you slowly adopt the personality traits and powers of a random type of common dragon over the course of 2d6 days. Roll 1d10 and consult the Dragon Personalities table. This determines a new personality trait you gain and a spell you can cast at will at its lowest level, requiring no material components (spell save DC 19, +11 to hit with spell attacks).

Dragon Personalities

d10	Dragon Type	Personality Traits	Spell
1	Black	I enjoy watching my enemies suffer	*darkness*
2	Blue	I am highly territorial and aggressive.	*witch bolt*
3	Brass	I am talkative, egotistical, and boorish.	*speak with animals*
4	Bronze	I will take up arms to defend any just cause	*fog cloud*
5	Copper	I am an incorrigible prankster, joke teller, and riddler.	*spike growth*
6	Gold	I am dedicated to combating the forces of evil and tyranny.	*ray of enfeeblement*
7	Green	I try to get good people to make bad decisions.	*entangle*
8	Red	I do what I can to get what I want.	*burning hands*
9	Silver	I am generally friendly and will help any creature in need.	*hold person*
10	White	I never have enough, and will do anything to get more.	*hunter's mark*

Once you have been attuned to the book for 7 days, you adopt the coveting nature of dragons. You become unwilling to give up the book or even let it out of your sight. Attempts to remove the book from you typically arouse your anger or even violence.

If your attunement with the book ends, you immediately lose the spellcasting benefit and slowly return to your normal personality traits over the course of 2d6 days.

The Draconomicon has 2d10 + 10 charges, and regains 2d10 + 10 charges each day at dawn. You can use it to cast the following spells, requiring no material components (spell save DC 19, +11 to hit with spell attacks): *Bigby's hand* (5 charges), *calm** (3 charges), *chain lightning* (6 charges), *cloudkill* (5 charges), *cold curtain** (4 charges), *contact other plane* (5 charges), *darkness* (2 charges), *energy immunity** (8 charges), *find humanoid familiar** (4 charges), *fire shield* (4 charges), *fireball* (3 charges), *firetrail** (3 charges), *flaming sphere* (2 charges), *flesh to stone* (6 charges), *gaseous form* (3 charges), *ice storm* (4 charges), *lightning bolt* (3 charges), *mage hand* (1 charge), *magic jar* (6 charges), *mirror image* (2 charges), *move earth* (6 charges), *resurrection* (7 charges), *stinking cloud* (3 charges), *symbol* (7 charges), *Tasha's hideous laughter* (1 charge), *telekinesis* (5 charges), *teleport* (7 charges), *venomdust** (1 charge).

A spell with an asterisk (*) is a spell from chapter 4 of this book.

While holding *The Draconomicon*, you have a +10 bonus to any check you make to research or recall information about dragons.

Legends state that this book also has instructions for how a dragon can become a **dracolich**. This could potentially be extrapolated for how any creature can become a lich.

Random Properties. *The Draconomicon* has the following random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

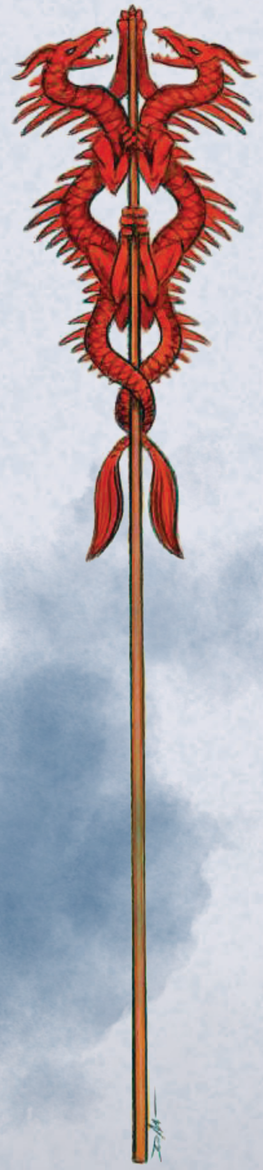
Recent History. *The Draconomicon* was last publicly seen in the possession of Taranel of Waterdeep in 1311 DR, who had been studying its spellcasting instructions under the guidance of Elminster. Taranel is credited with the discovery of how to bypass racial restrictions for casting some spells, such as those found in this powerful tome. Taranel was discovered beheaded at her desk in 1311 DR, with the Draconomicon missing, but none of her other valuable belongings. The book has been missing now for almost 200 years.

Dragon Dowsing Rod

Wondrous item, uncommon

When the command word is spoken, this rod unfolds to become the size and shape of a weather vane. If you hold the activated vane and think about a general type of dragon for 1 minute, it then spins to briefly point directly toward the nearest dragon of that kind before becoming inert again. If multiple dragons of that type are equally close, or if there are no dragons of that type on your current plane of existence, the effect fails and the vane spins in lazy circles.

The rod can be used to locate dragons three times per day, regaining expended uses at dawn.



Dragon Masks

Originally printed in Hoard of the Dragon Queen and Rise of Tiamat

Each dragon mask is a legendary wondrous item that reshapes to fit the face and head of a wearer attuned to it. While you are wearing any dragon mask and attuned to it, you gain the following benefits.

Damage Absorption. You have resistance against the mask's damage type. If you already have resistance to that damage type from another source, you instead have immunity to that damage type. If you already have immunity to that damage type from another source, whenever you are subjected to damage of that type, you take none of that damage and regain a number of hit points equal to half the damage dealt of that type.

Draconic Majesty. While you are wearing no armor, you can add your Charisma bonus to your Armor Class.

Dragon Breath. If you have a breath weapon that requires rest to recharge, it gains a recharge of 6.

Dragon Sight. You gain darkvision out to 60 feet, or to an additional 60 feet if you already have that sense. Once per day, you can gain blindsight out to 30 feet for 5 minutes.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against dragons that share the mask's color.

Legendary Resistance (1/Day). If you fail a saving throw, you can choose to succeed instead.

Black Dragon Mask

Wondrous item, legendary (requires attunement)

This horned mask of glossy ebony has a skull-like mien. Its damage type is acid. While you wear the mask, you gain the following benefit, in addition to those the *dragon masks* share.

Water Breathing. You can breathe underwater.

Blue Dragon Mask

Wondrous item, legendary (requires attunement)

This mask of glossy azure has spikes around its edges and a ridged horn in its center. Its damage type is lightning. While you wear the mask, you gain the following benefit, in addition to those the *dragon masks* share.

Lingering Shock. If you deal lightning damage to a creature, it can't take reactions until its next turn.

Green Dragon Mask

Wondrous item, legendary (requires attunement)

This mottled green mask is surmounted by a frilled crest and has leathery spiked plates along its jaw. Its damage type is poison. While you wear the mask, you gain the following benefit, in addition to those the *dragon masks* share.

Water Breathing. You can breathe underwater.

Red Dragon Mask

Wondrous item, legendary (requires attunement)

This mask of glossy crimson has swept-back horns and spiked cheek ridges. Its damage type is fire. While you wear the mask, you gain the following benefit, in addition to those the *dragon masks* share.

Dragon Fire. If you deal fire damage to a creature or flammable object, it starts burning. At the start of each of its turns, a creature burning in this way takes 1d6 fire damage. A creature that can reach the burning target can use an action to extinguish the fire.

White Dragon Mask

Wondrous item, legendary (requires attunement)

This gleaming mask is white with highlights of pale blue and is topped by a spined crest. Its damage type is cold. While you wear the mask, you gain the following benefit, in addition to those the *dragon masks* share.

Winter's Fury. While your current hit points are equal to or less than half your hit point maximum, you deal an extra 1d8 cold damage with your melee attacks.

Mask of the Dragon Queen

Wondrous item, artifact (requires attunement)

Individually, the five *dragon masks* resemble the dragons they are named for. When two or more of the *dragon masks* are assembled, however, they transform magically into the *Mask of the Dragon Queen*. Each mask shrinks to become the modeled head of a chromatic dragon, appearing to roar its devotion to Tiamat where all the masks brought together are arranged crown-like on the wearer's head. Below the five masks, a new mask shapes itself, granting the wearer a draconic visage that covers the face, neck, and shoulders.

While you are attuned to and wear this mask, you can have any of the properties from any one mask. Additionally, you gain the Damage Absorption from each of the five *dragon masks*, and you gain five uses of the Legendary Resistance property.

Dragon Scale Mail

Originally printed in the Dungeon Master's Guide
Armor (scale mail), very rare (requires attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, *dragon scale mail* is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn. Consult the Dragons and Damage table to determine what type of dragon this armor is associated with.

Dragons and Damage

d10	Common Dragon Types	Damage Type
1	Black, Copper	Acid
2	Silver, White	Cold
3	Brass, Gold, Red	Fire
4	Blue, Bronze	Lightning
5	Sapphire	Thunder
6	Green	Poison
7	Emerald	Psychic
8	Crystal	Radiant
9	Topaz, Shadow	Necrotic
10	Amethyst	Force

Dragon Slayer

Originally printed in the Dungeon Master's Guide
Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Dragon's Eye Amulet

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you have blindsight out to a radius of 30 feet and a +10 bonus to Perception checks.

Dragonstaff of Ahghairon

Originally printed in Waterdeep: Dragon Heist
Staff, legendary (requires attunement)

While holding the *dragonstaff of Ahghairon*, you have advantage on saving throws against the spells and breath weapons of dragons, as well as the breath weapons of other creatures of the dragon type (such as dragon turtles).

A creature of the dragon type that you touch with the staff can move through the city of Waterdeep, ignoring *Ahghairon's dragonward*. This effect lasts until the creature is touched again by the staff or until a time you proclaim when you confer the benefit.

The staff has 10 charges. While holding it, you can expend 1 charge as an action to cast the *command* spell. If you target a dragon with this casting, the dragon has disadvantage on its saving throw. The staff regains 1d10 charges daily at dawn.

Dragontooth Dagger

Originally printed in Hoard of the Dragon Queen and Rise of Tiamat
Weapon, rare

A dagger fashioned from the tooth of a dragon. While the blade is obviously a fang or predator's tooth, the handle is leather wrapped around the root of the tooth, and there is no cross-guard.

You gain a +1 bonus to attack rolls and damage rolls you make with this weapon. On a hit with this weapon, the target takes an extra 1d6 acid damage.

Draconic Potency. Against enemies of the Cult of the Dragon, the dagger's bonus to attack rolls and damage rolls increases to +2, and the extra acid damage increases to 2d6.

Dragontooth of Lareth

Legends speak of 12 *dragontooth daggers* fashioned from the corpse of Lareth, the former King of Justice that died trying to protect worshipers of Bahamut from powerful, dangerous magic. His spirit is said to follow and aid those who wield one of these weapons, in penance for his own failures. These daggers function as *dragontooth daggers* with the following changes.

- It requires attunement.
- You can call upon the wisdom of King Lareth and cast *guidance* as an action.
- It deals fire damage instead of acid damage.
- It has no special effects against enemies of the Cult of the Dragon.

Each has a gold, dragon-shaped hilt and pommel with a large ruby set into the mouth of the dragon.

Draught of Metallic Dragon Breath

Potion, uncommon

There are five types of this potion, each based on a different common metallic dragon. The DM may determine other variants are also available. The sluggish liquid glimmers like a polished slab of the corresponding metal.

After drinking this potion, you can use a bonus action to exhale a 30-foot cone of metallic dragon breath. Each creature in the area must succeed on a DC 13 Constitution saving throw or be subject to an effect determined by the associated dragon. You lose this breath ability after you exhale it three times or when 1 hour has passed, whichever happens first.

d10	Effect
1-2	***Brass Sleep Breath.*** On a failed save, a creature falls unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or if someone uses an action to wake it.
3-4	***Bronze Repulsion Breath.*** On a failed save, a creature is pushed 30 feet away from you.
5-6	***Copper Slowing Breath.*** On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
7-8	***Gold Weakening Breath.*** On a failed save, a creature has disadvantage on Strength-based attack rolls, ability checks, and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
9-10	***Silver Paralyzing Breath.*** On a failed save, a creature is paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Figurine of Wondrous Power (Opal Dragon)

Wondrous item, rarity varies

A *figurine of wondrous power* is a statuette of a creature small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Opal Dragon. This opal statuette is of a dragon launching into flight. It comes in many varieties of dragon type and age. Due to the degree of craftsmanship, it is obvious which type of dragon the idol turns into. It can become a dragon for up to 1 hour. Once it has been used, it can't be used again until 7 days have passed.

The rarity is determined by the age category of the dragon, as follows.

Age Category	Rarity
Wyrmling	Uncommon
Young	Rare
Adult	Very Rare
Ancient	Legendary

Gauze of Appearance

Wondrous item, rare

If an invisible creature touches this shimmering, translucent fabric, the effect causing it to be invisible is suppressed for 1 minute. It must also succeed on a DC 15 Wisdom saving throw or else be totally convinced it is still invisible, unwilling to believe anyone who tries to claim otherwise, for the duration.

Touching this fabric also reverts a shapechanger to its original form for the duration.

Transparent. Even when this fabric is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot fabric that has not moved. A strong wind or otherwise disturbing the fabric gives creatures advantage on this check. A creature that enters the fabric's space while unaware of it touches the fabric.

Gem of Wisdom

Wondrous item, legendary

This slightly luminescent gem comes from a **stellar dragon** (see chapter 6 of this book) and contains the everlasting wisdom of its kind since time immemorial. While holding this gem, you can use an action to expend 1 of its 3 charges to cast *astral projection* or *time stop* from it. The gem becomes nonmagical when you use the last charge.

Gemstone of Fortification

Wondrous item, rare (requires attunement)

This beautiful gemstone of unknown origin has been magically fastened to a brooch displaying shielding dragon wings. While wearing it, any critical hit against you becomes a normal hit instead, unless you're incapacitated.

Ghazir the Desert's Edge

Weapon (scimitar), legendary (requires attunement)

Employed in the conquest of Nelanther and the taming of the Cloud Peaks, Ghazir the desert's edge is a legendary weapon of the Shoon Imperium. After use in a hundred years of wars by valiant heroes, leaving a trail of mysterious spiritual echoes in its wake, Ghazir was plundered by the great dragon Iryklathagra over a thousand years ago. Its last known location is part of her extravagant hoard.

You can use a bonus action to speak this elegant scimitar's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you have resistance to fire damage while you are attuned to it.

When a humanoid is killed with this sword, a spectral version of itself forms in the location it was killed 24 hours later. This is not the creature's true spirit, only an arcane echo of its final moments. Such a creature is a ghaziri echo (see the accompanying stat block), which has the same personality, goals, and knowledge as its origin had in its final moments of death. This echo cannot move farther than 1 mile away from the point of the creature's death and ceases to exist 1d12 days after it is created.

Ghaziri Echo

Medium construct, unaligned

Armor Class 13 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages The languages its origin knew in life
Challenge 1 (200 XP)
Proficiency Bonus +2

Amorphous. The echo can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The echo has advantage on saving throws against spells and other magical effects.

Actions

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) force damage.

Spell Mimicry. The echo casts *thaumaturgy*. Constitution is its spellcasting ability.

Helm of Supreme Wizardry

Wondrous item, very rare (requires attunement by a wizard)

When you finish a long rest while attuned to this helmet, you can choose up to 8 spells from your spellbook of 5th level or lower. You can cast each of those spells at its lowest level once without expending a spell slot. Immediately after you cast it, you take an amount of force damage equal to 1d6 + the spell's level. If you don't cast all the chosen spells in this way within 8 hours, you cannot cast any spells until you finish a long rest.

Hurricane's Eye

Wondrous item, very rare

This 5-foot-diameter, 500 pound metal hemisphere controls the weather within a 1 mile radius, as if by a *control weather* spell. It keeps the weather permanently howling with storm-force winds and torrential rain, driving hail, or devastating blizzards. A large button on top of the hurricane's eye can be pressed to suppress these effects until the button is pressed again.

Idol of Apostasy

Wondrous item, rare

One side of this 2-foot tall alabaster statuette shows a succubus luring a paladin to carnal pleasures. The other depicts graphic and excessive violence committed by a kindly goodwife. The statuette alters the carvings to resemble figures the viewer loves and respects.

When a creature looks directly at this idol, the creature must succeed on a DC 15 Wisdom saving throw or its alignment immediately changes to chaotic evil for 24 hours, and it becomes hostile towards all other creatures during that time. A creature that succeeds on this saving throw is protected from the effects of it for 24 hours. A creature that succeeds on this saving throw three times is protected from the effects of it permanently.

Insignia of Claws

Originally printed in Hoard of the Dragon Queen and Rise of Tiamat
Wondrous item, uncommon

The jewels in this insignia of the Cult of the Dragon flare with purple light when you enter combat, empowering your natural fists or natural weapons.

While wearing the insignia, you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

Jaws of the Dragon

Weapon (natural weapon), uncommon

These mandibles appear like the many fangs of a common dragon type. This type determines the type of the bonus damage. While wearing these false teeth, you can replace your unarmed strikes with a bite attack, which counts as a natural weapon for you. Such an attack deals piercing damage equal to 1d8 + your Strength modifier plus 1d4 damage of the corresponding type.

The DM chooses or rolls randomly on the Dragons and Damage table to determine the *jaws of the dragon* corresponding dragon type.

Dragons and Damage

d10	Common Dragon Types	Damage Type
1	Black, Copper	Acid
2	Silver, White	Cold
3	Brass, Gold, Red	Fire
4	Blue, Bronze	Lightning
5	Sapphire	Thunder
6	Green	Poison
7	Emerald	Psychic
8	Crystal	Radiant
9	Topaz, Shadow	Necrotic
10	Amethyst	Force

Kayas the Krakenscourge

Weapon (spear), legendary (requires attunement)

Carvings of dolphins jumping in waves adorn the shaft of this elegant, two ended spear. You gain a +3 bonus to attack and damage rolls made with this magic weapon. If you hit, you can make a single additional attack with it as a bonus action. If you hit a creature with an innate swimming speed, it deals an extra 1d6 damage against the target. Kayas returns to your hand immediately after it is used to make a ranged attack.

While wielding this spear, you are always under the effects of the *freedom of movement*, *darkvision*, and *water breathing* spells, and you gain a 30 foot swimming speed. If you throw or otherwise let go of the spear, you lose these benefits until you are wielding it again.

While wielding this spear, you can also use an action to sense the presence of any **krakens** within 10 miles.

Kuraltaar the Demonshield

Armor (shield), artifact (requires attunement)

This monstrous shield was forged centuries ago by Halaster Blackcloak, the mad mage of Undermountain. It has a **glabrezu** named Kural'Risyk trapped inside, which gives the shield its magical powers.

While wielding this shield, you have a +1 bonus to your Armor Class and can cast the following spells (spell save DC 16), requiring no material components:

At will: *darkness, detect magic, dispel magic*

1/day each: *confusion, fly, power word stun*

When you use this shield to cast a spell, the spectral image of Kural'Risyk hovers above you momentarily.

While you are attuned to the shield, you can use an action to gain the special powers of a glabrezu for 10 minutes. You gain the following benefits:

- Resistance to cold, fire, and lightning damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks
- Immunity to poison
- Truesight for a radius of 120 ft.
- Telepathy for a radius of 120 ft.

When you activate these special powers, there is a 10% chance the shield breaks and the demon inside is released, wanting vengeance for being forced into centuries of servitude.

Random Properties. The demonshield has the following randomly determined properties:

- 1 minor beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Longspear of Piercing

Weapon (spear), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, a particularly long spear that has the Reach trait. While wielding it, you can cast *find the gap* (a spell from chapter 4 of this book) once per day (spell save DC 15).

Manual of Draconic Golems

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of golem. The DM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands. Its statistics are provided here.

d6	Golem	Time	Cost
1-2	Dragonbone	30 days	60,000 gp
3-4	Drakestone	60 days	90,000 gp
5-6	Ironwyrm	90 days	125,000 gp

Dragonbone Golem. A **dragonbone golem** is crafted from the skeletons of one or more dragons, wired together into a gruesome whole. It typically measures about 10 feet in length and stands 5 feet tall at the shoulder. It is easily mistaken for a skeletal dragon or dracolich, but is not undead.

Drakestone Golem. A **drakestone golem** appears at first glance to be a beautifully crafted statue of a dragon, 12 feet long and 6 feet tall at the shoulder. Only when it animates, with its stone scales rippling like muscled flesh and its eyes gleaming with amber light, do enemies realize their danger.

Drakestone Golem

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	16 (+3)	4 (-3)	13 (+1)	15 (+2)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 12 (3,900 XP)
Proficiency Bonus +4

False Appearance. While the golem remains motionless, it is indistinguishable from a normal statue of a dragon.

Limited Magic Immunity. The golem can't be affected or detected by spells of 5th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Multiattack. The golem uses its Petrifying Breath if it can, and then it makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Petrifying Breath (Recharge 5-6). The golem exhales petrifying gas in a 30 foot cone. Each creature in the area must succeed on a DC 14 Constitution saving throw or be petrified for 1 minute. A petrified creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Dragonbone Golem

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 97 (15d10 +15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	12 (+1)	3 (-4)	11 (+0)	10 (+0)

Damage Vulnerabilities bludgeoning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 6 (1,800 XP)
Proficiency Bonus +3

Limited Magic Immunity. The golem can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Multiattack. The golem can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of the golem's choice that is within 120 feet of the golem and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Ironwyrm Golem

Large construct, unaligned

Armor Class 19 (natural armor)
Hit Points 262 (25d10 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	20 (+5)	5 (-3)	13 (+1)	19 (+4)

Damage Immunities acid, fire, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Limited Magic Immunity. The golem can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Heated Body. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Fire Breath (Recharge 5–6). The golem exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Ironwyrm Golem. An **ironwyrm golem** is an animated, self-contained furnace built into the shape of a dragon. It measures up to 15 feet in length and typically stands 7 to 8 feet high at the shoulder. Smoke trails from its nostrils except when the creature is at rest, and when animated it exudes a palpable heat.

Monocle of Bathalos

Wondrous item, legendary (require attunement)

This elegant monocle contains the departed spirit of Bagthalos Deszummer, a former archpriest of Helm, and is sacred to the deity. While wearing the monocle, you can cast *detect magic* and *true seeing* on yourself at will. You are also immune to gaze attacks, such as a medusa's petrifying gaze or a beholder's eye rays, and you have advantage on saving throws and ability checks against spells from the illusion school of magic.

Additionally, you can cast *flame strike* (spell save DC 17) without material components three times per day, regaining expended uses each day at dawn.

Curse. When you first attune to the monocle and then again every time you finish a long rest, you must succeed on a DC 17 Wisdom saving throw or be under the effects of a *geas* spell to rectify a past failure or wrongdoing of yours (as chosen by the DM).

Necklace of Adaptation

Originally published in the Dungeon Master's Guide
Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Orb of Dragonkind

Originally printed in the Dungeon Master's Guide
Wondrous item, artifact (requires attunement)

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can use an action to peer into the orb's depths and speak its command word. You must then make a DC 15 Charisma check. On a successful check, you control the orb for as long as you remain attuned to it. On a failed check, you become charmed by the orb for as long as you remain attuned to it.

While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts *suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Takhisis (Tiamat's name on Krynn), or something else the DM decides.

Random Properties. An *Orb of Dragonkind* has the following random properties:

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *cure wounds* (5th-level version, 3 charges), *daylight* (1 charge), *death ward* (2 charges), or *scrying* (3 charges).

You can also use an action to cast the *detect magic* spell from the orb without using any charges.

Call Dragons. While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Dragons drawn to the orb might be hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

Destroying an Orb. An Orb of Dragonkind appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A *disintegrate* spell or one good hit from a *+3 magic weapon* is sufficient to destroy an orb, however.

Pearl of Knowledge

Wondrous item, legendary

This slightly luminescent pearl comes from a **stellar dragon** (see chapter 6 of this book) and contains the everlasting knowledge of its kind since time immemorial. While holding this pearl, you can use an action to expend 1 of its 3 charges to cast *mind blank* or *foresight* from it. The pearl becomes nonmagical when you use the last charge.

Pectoral of Maneuverability

Wondrous item, uncommon

While wearing this elastic harness, you have advantage on Dexterity saving throws and Dexterity (Acrobatics) checks.

Platform of Healing

Wondrous item, very rare

A creature that spends 1 hour resting on this platform gains the benefits of a *heal* spell at the end of that hour. Undead creatures that spend this time on the platform are instead targeted by a *harm* spell.

A creature can be affected by this platform's magical effects only once per day.

Ring of Dragons

Wondrous item, uncommon (requires attunement)

While wearing this enchanted ring, you can telepathically communicate with any dragon within 120 feet that you can see.

When each ring is crafted, it is dusted with the powdered scales of a dragon. You and the dragon who shed the scales used in the creation of the ring can cast *sending* at will to each other while you wear this ring. You also know each other's location, as long as you are on the same plane of existence. If you are on different planes of existence, you know which plane the other is on.

Ring of Dragonshape

Ring, rare (requires attunement)

As an action, you can transform into a **young dragon** (your choice of type) as if by the shapechange spell. You must have seen a dragon of this type before. You stay in this shape for 1 hour, until you are reduced to 0 hit points, or until you dismiss the effect as an action.

Once the ring has been used to transform a creature, it cannot be used in this way again until the next dawn.

Rod of the Dark Lady

Rod, rare (requires attunement by a cleric or paladin)

This thick baton of obsidian absorbs the light around it. Bright light within 5 feet of it is reduced to dim light, and dim light to darkness.

You have a +2 bonus to your spell attack rolls and saving throw DC when you use this rod as a spell-casting focus.

Once per day, you can use this rod to cast *antimagic ray* (a spell from chapter 4 of this book; spell save DC 15). Once the rod has been used to cast this spell, it cannot be used to do so again until the next dawn.

Scalebane Bottle

Potion, rare

This glass bottle is wrapped in snakeskin and capped with a cork. You can feel faint vibrations come from within.

As an action, you can attempt to douse a creature within 5 feet of you with the contents of this bottle. That creature must succeed a DC 15 Constitution saving throw or be covered in a weakening solution. A creature covered in this solution has a -10 penalty to its AC for 1 minute. Its AC cannot be lowered below 10 in this way. If the creature's AC is already at or below 10, the bottle has no effect and is wasted.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Scepter of Cimbar

Rod, legendary (requires attunement)

Traditionally wielded by the Sceptanar of Cimbar, the *scepter of Cimbar* makes its user utterly forgettable. It changes your appearance to that of an androgynous humanoid of average height, build, color, and facial features.

1 minute after a creature interacts with you while under this guise, that creature must succeed on a DC 19 Intelligence saving throw or forget everything about its interaction with you. Creatures whose minds are protected from divination spells or similar magic automatically succeed on this save.

While wielding this 2-foot silver rod, you can cast *detect thoughts* and *message* at will (spell save DC 19).

The last known location of the *scepter of Cimbar* was in the hoard of the evil dragon Tchazzar, ruler of Chessenta.

Scroll of Creature Conjuring

Scroll, rarity varies

Each *scroll of creature conjuring* is for a designated type of creature, such as a *scroll of sprite conjuring* or *scroll of balor conjuring*. As an action, you can read the scroll aloud. An elemental spirit takes the form of an average creature of that type, which rolls its own initiative and takes its own turns. It appears in an unoccupied space of your choice that you can see within 30 feet, and it is under no obligation to follow your commands. The creature counts as both its normal type and as an elemental. The creature disappears after 1 minute or when it is reduced to 0 hit points.

The challenge rating of the designated creature determines the rarity of the scroll.

Challenge Rating	Rarity
5 or below	Uncommon
6-11	Rare
12-17	Very rare
18 or above	Legendary

Seal of the Lawbringer

Wondrous item, artifact (requires attunement by a cleric or paladin)

While you wear this holy symbol of Bahamut, you gain a +2 bonus to spell attack rolls and the saving throw DCs of your spells

While wearing this seal, you gain the following benefits:

- You are fluent in Draconic
- Your critical hits deal an additional 5d6 damage of the weapons type.
- At will, you can make a melee spell attack roll (+7 to hit) against a creature you can see within 15 feet. On a hit, the creature takes 2d6 + 4 cold damage and is frozen in place. Its speed is 0 until the end of your next turn.
- Once per short or long rest, you can use a bonus action to gain 10 temporary hit points.
- Once per day, when you or an ally you can see within 30 feet makes a saving throw, you can use your reaction to give the target a +5 bonus to that saving throw.
- Once per day, you can turn into a metallic adult dragon of your choice, as if by a *shapechange* spell. You can stay in this form for up to 1 hour, requiring your concentration to maintain the form.

Sentience. The Seal of the Lawbringer is a sentient lawful good wondrous item with an Intelligence of 15, a Wisdom of 12, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet. The seal is fluent in Common and Draconic and can communicate with its wielder telepathically.

Personality. The seal speaks with a calm and authoritative voice. Its purpose is to fight Tiamat and her servants, protect the weak from evil, and defend civilization from chaos. It prefers to work with followers of Bahamut and those who have slain chromatic dragons, but is content to aid any creature who furthers just causes.

Shield of Command

Armor (shield), uncommon (requires attunement by a paladin)

While holding this shield, you can use your reaction to add a d4 to any Charisma check or Wisdom saving throw you or an ally you can see within 30 feet of you makes.

Silver Sickles of Soranth

Weapon (sickles), artifact (requires attunement by a druid, ranger, or worshipper of Mielikki)

These twin sickles are the legendary weapons of Sorath, a fallen hierophant of Mielikki. They have been passed down throughout the centuries along a pious line of archdruids. Both sickles have duskwood handles wrapped in werewolf pelt leather, and silvered blades the shape of crescent moons. Reliefs of werewolves adorn the sides of the blades – one on each side that is drowning, burning, being crushed by a boulder, or gasping for air.

When you make a weapon attack with these sickles, you gain the following benefits:

- You have a +2 bonus to attack and damage rolls.
- You have advantage on attack rolls against shapechangers.
- When you hit a shapechanger, you deal an additional 7 (2d6) silvered slashing damage.
- You can use your Wisdom modifier instead of Strength or Dexterity when calculating attack and damage rolls.
- While engaging in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

You can also use these sickles as a spellcasting focus for your spells. While holding them, you gain a +2 bonus to spell attack rolls and saving throw DCs.

While attuned to these sickles, you also are immune to the curse of lycanthropy. If you have such a curse when you attune to the sickles, that curse immediately and permanently ends.

Random Properties. The *Silver Sickles of Soranth* have the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Skull Talisman

Wondrous item, uncommon (requires attunement)

When you activate this granite statuette of a dragon's skull, you and all creatures of your choice within 5 feet are protected from undead, as if by a *protection from evil and good* spell, for 10 minutes. Once you have used the talisman in this way, it can't be used again until the next dawn.

Dragons who employ undead guards often give these talismans to protect their servants from any guards who might be interested in eating them.

Spear of Urrok the Brave

Weapon (spear), artifact (requires attunement)

This extra-long spear is decorated with feathers, beads, and dragonskin leather grips. Its tip has been dyed brown by the blood of its enemies. It originally belonged to Urrok the Brave, a valiant orc warrior who slayed the many dragons that threatened his people. His spirit is imbued with the spear and aids those who wish to further his purposes.

You have a +2 bonus to attack and damage rolls made with this spear. If you hit a dragon with it, you deal an additional 1d12 piercing damage. The *Spear of Urrok the Brave* has the Reach property.

While wielding this spear, you gain the following special traits and options.

Aggressive. You can take the Dash action as a bonus action.

Avoidance. When you are subject to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Battle Cry. As a reaction when you roll initiative, you can give an intimidating yell. Enemies within 30 feet that can hear you suffer a -2 penalty to initiative.

Brave. You have advantage on saving throws against the frightened condition.

Deter. As a reaction when you hit an enemy with the spear, you can curse it by the power of Urrok the Brave. The next time the enemy would regain use of a Recharge feature, the success becomes a failure. You can take this reaction once per day.

Sidestep. As a reaction when you would take damage, you can teleport to an unoccupied space you can see within 30 feet. You can take this reaction once per day.

Random Properties. The *Spear of Urrok the Brave* has the following random properties:

- 1 major beneficial property
- 1 minor beneficial property
- 1 minor detrimental property

Sentience. The *Spear of Urrok the Brave* is a sentient chaotic evil weapon with an Intelligence of 14, Wisdom of 13, and Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder, but can only communicate in Orc.

Personality. The spear's purpose is to kill dragons, destroy the enemies of orcs, and gain glory in combat. Although it prefers to serve orc wielders, it is happy to serve any creature that is a friend to orcs.

Destroying the Spear. The spear must be plunged through the heart of the ancient black dragon Termalardian, who defeated Urrok centuries ago. If Termalardian is already dead, the spear must witness proof as such. Urrok would consider his life purposes complete, and the spear would lose all magical properties as his spirit departs.

Staff of Shoon

Staff, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding it you can cast *heal*, *teleport*, and *stoneskin* each once per day, regaining expended uses at dawn.

Curse. Whenever you touch a gallon or less of water, it turns to a basic poison. Any time you cast *stoneskin* with the staff of Shoon, you must succeed on a DC 15 Wisdom saving throw or be magically compelled via a geas spell to bring the staff to the headwaters of a major river, where nature gods will attempt to rid it from the Material Plane.

Stinkberry

Wondrous item, rarity varies

This small, poison green bead contains a condensed version of various cloud-based spells. As an action you can throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a predesignated spell. The bead's rarity determines the spell cast.

Rarity	Spell
Common	*fog cloud*
Uncommon	*stinking cloud* (spell save DC 15)
Rare	*cloudkill* (spell save DC 17)

Stone of Aerial Alarm

Wondrous item, uncommon

This magical claxon activates when a dragon passes within 500 feet of it. If the dragon is a chromatic dragon, the stone will also glow the color of the dragon for 1 round, shedding bright light for 60 feet and dim light for another 60 feet beyond that. When activated, the stone emits an ear-splitting screech that can be heard for 1 mile.

Stones of aerial alarm are often stationed around the borders of villages with a history of dragon attacks.

Teeth of Dahlver-Nar

Originally published in Tasha's Cauldron of Everything
Wondrous item, artifact (requires attunement)

The *Teeth of Dahlver-Nar* are stories given form. They are a collection of teeth, each suggestive of wildly different origins and made from various materials. The collection rests within a leather pouch, stitched with images of heroes and whimsical creatures. Where the teeth fall, they bring legends to life.

Using the Teeth. While you are holding the pouch, you can use an action to draw one tooth. Roll on the Teeth of Dahlver-Nar table to determine which tooth you draw, and you can either sow the tooth or implant it (both of which are described later).

If you don't sow or implant the tooth, roll a die at the end of your turn. On an even number, the tooth vanishes, and creatures appear as if you sowed the tooth, but they are hostile to you and your allies. On an odd number, the tooth replaces one of your teeth as if you implanted it (potentially replacing another implanted tooth, see below).

Each tooth can only be used once. Track which teeth have been used. If a tooth's result is rolled after it's been used, you draw the next lowest unused tooth on the table.

Sowing Teeth. To sow the tooth, you place it on the ground in an unoccupied space within your reach, or you throw it into an unoccupied space within 10 feet of you in a body of water that is at least 50 feet wide and 50 feet long. Upon doing so, the tooth burrows into the ground and vanishes, leaving no hole behind, or it vanishes into the water. The creatures noted in the Creatures Summoned column appear in an unoccupied space as close to where the tooth was sown as possible. The creatures are allies to you, speak all languages you speak, and linger for 10 minutes before disappearing, unless otherwise noted.

Implanting Teeth. To implant the tooth, you place it in your mouth, whereupon one of your own teeth falls out, and the drawn tooth takes its place, resizing to fit in your mouth. Once the tooth is implanted, you gain the effect noted in the Implanted Effect column. The tooth can't be removed while you are attuned to the teeth, and you can't voluntarily end your attunement to them. If removed after your death, the tooth vanishes. You can

have a maximum number of the teeth implanted at one time equal to 1 + your Constitution modifier (minimum of 2 teeth total). If you try to implant more teeth, the newly implanted tooth replaces one of the previous teeth, determined randomly. The replaced tooth vanishes, and you lose the implanted effect.

Recovering Teeth. Once all the teeth have vanished, their pouch also vanishes. The pouch with all the teeth then appears in a random destination, which could be on a different world of the Material Plane.

Destroying the Teeth. Each tooth must be destroyed individually by sowing it in the area where the tooth's story originated, with the intention to destroy it. When planted in this way, creatures summoned are not friendly to you and do not vanish. Some of the creatures summoned merely head off in search of home, while others act as their tales dictate. In either case, the tooth is gone forever.

Unconquered Standard of Arkhosia

Wondrous item, legendary (requires attunement)

To activate the power of this standard, you must either hold it aloft in both hands or vertically plant it in the ground. If it can't be stuck into the ground, such as when on a stone floor, it magically keeps itself righted.

As an action, you can activate the standard for 1 hour or until you deactivate it as an action. You and any number of creatures of your choice gain the following benefits while within 15 feet of the standard:

- Shimmering protective energies grant you half cover.
- You gain a +3 bonus to death saving throws.
- Any time you would regain hit points, you gain an additional 5 hit points.
- You gain resistance to fire damage.
- Once per day as a bonus action, you can regain a number of hit points equal to your level.

Sentience. The unconquered standard of Arkhosia is a sentient chaotic good wondrous item with an Intelligence of 16, a Wisdom of 18, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet. It also has a passive Perception of 18 and +8 to Perception checks.

Personality. The standard wishes to protect the innocent and those who would fight on their behalf. It wants to honor the memory of Arkhosia, a powerful dragonborn warrior of legend, by destroying fiends and uniting dragonborn into a single, honorable nation. Attuned creatures often report having visions of Arkhosia's glory in battle while asleep.

Teeth of Dahlver-Nar

d20	Tale and Tooth	Creatures Summoned	Implanted Effects
1	The Staring Cats of Uldun-dar (ivory cat molar)	9 **cats**	The tooth has 8 charges. As an action, you can expend 1 charge to cast the *revivify* spell from the tooth. If you are dead at the start of your turn, the tooth expends 1 charge and casts *revivify* on you.
2	Duggle's Surprising Day (human molar)	1 **commoner**	When you finish a long rest, the tooth casts *sanctuary* (DC 18) on you, and the spell lasts for 24 hours or until you break it.
3	The Golden Age of Dhakaan (golden goblin bicuspid)	10 **goblins**,1 **goblin boss**	When you are hit by an attack and an ally is within 5 feet of you, you can use your reaction to cause them to be hit instead. You can't use this reaction again until you finish a short or long rest.
4	The Mill Road Murders (halfling canine)	3 **green hags** in a coven	When you damage a target that hasn't taken a turn in this combat, the target takes an extra 3d10 slashing damage from ghostly blades.
5	Dooms of the Malpheggi (emerald lizardfolk fang)	1 **lizardfolk queen** and 4 **lizardfolk**	You gain reptilian scales, granting you a +2 bonus to your AC. Additionally, when you finish a long rest, you must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion.
6	The Stable Hand's Secret (sweet-tasting human canine)	2 **incubi**	When you make a Charisma check against a humanoid, you can roll a d10 and add the number rolled as a bonus to the result. The creature then becomes hostile to you at the next dawn.
7	The Donkey's Dream (rainbow-colored donkey molar)	1 **unicorn**	The tooth has 3 charges. As an action, you can expend 1 charge to touch a creature. The target regains 2d8 + 2 hit points, and all diseases and poisons affecting it are removed. When you use this action, a shimmering image of a unicorn's horn appears until the end of your turn, sprouting from your forehead. The tooth regains all expended charges daily at dawn. You gain the following flaw: "When I see wickedness in action, I must oppose it."
8	Beyond the Rock of Bral (silver mind flayer tooth)	2 **mind flayers**	You gain telepathy out to 120 feet as described in the *Monster Manual*, and you can cast the *detect thoughts* spell at will, requiring no components. You also have disadvantage on Wisdom (Insight) and Wisdom (Perception) checks from constant whispers of memories and nearby minds.

d20	Tale and Tooth	Creatures Summoned	Implanted Effects
9	The Disappearances of Half Hollow (vomerine tooth of a Large toad)	4 **giant toads**	Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.
10	Legendry of Phantoms and Ghosts (obsidian human molar)	1 **giant octopus**, 1 **mage**, 1 **specter**	As an action, you can use the tooth to cast the *Evard's black tentacles* spell (DC 18). Once this property is used, it can't be used again until the next dawn.
11	The Thousand Deaths of Jander Sunstar (yellowed vampire fang)	1 **vampire**	You can make a bite attack as an unarmed strike. On a hit, it deals 1d6 piercing damage plus 3d6 necrotic damage. You regain a number of hit points equal to the necrotic damage dealt. While you are in sunlight, you can't regain hit points.
12	Nightmares of Kaggash (twisted beholder tooth)	1 **beholder**	As an action, you can cast the *eyebite* spell from the tooth. Once you use this action, it can't be used again until the next dawn. Whenever you finish a long rest, roll a d20. On a 20, an aberration chosen by the DM appears within 30 feet of you and attacks.
13	Three Bridges to the Sky (lapis lazuli oni fang)	3 **oni**	You gain a flying speed of 30 feet, and you can use the tooth to cast the *detect magic* spell at will. While you are attuned to fewer than 3 magic items, you gain 1 level of exhaustion that can't be removed until you are attuned to three or more magic items.
14	The Claws of Dragotha (broken translucent fang)	1 **adult red dracolich**	You can use the tooth to cast the *create undead* spell. Once this property is used, it can't be used again until the next dawn. Each time you create an undead creature using the tooth, a **skeleton**, **zombie**, or **ghoul** also appears at a random location within 5 miles of you, searching for the living to kill. A humanoid killed by these undead rises as the same type of undead at the next midnight.
15	Ashes of the Ages and Eternal Fire (jade humanoid bicuspid)	1 **dao**, 1 **djinni**, 1 **efreeti**, 1 **marid**	You can use the tooth to cast *counterspell* at 9th level. Once you use this property, it can't be used again until the next dawn. Whenever you finish a long rest, if you haven't used the tooth to counter a spell since your last long rest, your hit point maximum is reduced by 2d10. If this reduces your hit point maximum to 0, you die.
16	Daughters of Bel (green steel pit fiend fang)	1 **pit fiend**	You can use the tooth to cast *dominate monster* (DC 18). Once you use this property, it can't be used again until the next dawn. You smell strongly of burning sulfur.
17	Why the Sky Screams (blue dragon fang)	1 **ancient blue dragon**	You gain immunity to lightning damage and vulnerability to thunder damage.
18	The Last Tarrasque (jagged sliver of tarrasque tooth)	1 **tarrasque** (ignores you and your commands; appears for 1d4 rounds then vanishes)	You deal double damage to objects and structures. If you take 20 or more damage in one turn, you must succeed on a DC 18 Wisdom saving throw or spend your next turn in a murderous fury. During this rage, you must use your action to make an unarmed strike against a creature that damaged you, or a random creature you can see if you weren't damaged by a creature, moving as close as you can to the target if necessary.
19	Incendax's Tooth (ruby-veined red dragon fang)	1 **ancient red dragon**	You gain immunity to fire damage, and as an action, you can exhale fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 26d6 fire damage on a failed save, or half as much damage on a successful one. After using the breath weapon, you gain 2 levels of exhaustion.
20	Dahlver-Nar's Tooth (dusty human molar)	1 **priest**	As an action you can call on a divine force to come to your aid. Describe the assistance you seek, and the DM decides the nature of the intervention; the effect of any cleric spell would be appropriate. Once this property is used, it can't be used again for 7 days.

Chapter 6: Bestiary

True dragons are winged reptiles of ancient lineage and fearsome power. They are known and feared for their predatory cunning and greed, with the oldest dragons accounted as some of the most powerful creatures in the world. Dragons are also magical creatures whose innate power fuels their dreaded breath weapons and other preternatural abilities.

Though their goals and ideals vary tremendously, all true dragons covet wealth, hoarding mounds of coins and gathering gems, jewels, and magic items. Dragons with large hoards are loath to leave them for long, venturing out of their lairs only to patrol or feed.

Arcane Dragons

The legends of dragons as the first spellcasters and mighty magic beasts ring loudly through history. Yet very few have such powers in current times, and the legends continue to perpetuate. Arcane dragons are the reason why. Able to humble even the greatest of wizards by adulthood, arcane dragons possess the same might for spellcasting that their chromatic or metallic brethren bring to physical prowess.

Physical Frailty. With shorter and slimmer limbs than other breeds, arcane dragons are more suited for reading or writing than they are for physically attacking. This lack of physical prowess often causes the dragons to be smaller than other breeds, with some wyrmlings not even reaching 3 feet from head to tail when newly hatched. Such physical traits also extend to the dragon's wings; naturally, arcane dragons fly at a slightly slower speed due to their thin and frail wings, yet with their slender bodies they are able to soar and glide with effortless grace–making them a dangerous foe in the air. Arcane dragons much prefer slinging spells toward their enemies than ever approaching with melee tactics.

Innate Sorcery. Long have sages and arcanists hypothesized a link between the magic of dragons and the further development of spellcasting due to the land-altering effects that many dragons have on their environment. Strangely enough, however, most dragons are merely at an initiate or student level in their spell-casting despite being called "the creators of arcane magic and teachers of mystical lore." Since many dragons remain tight-lipped about their true power, this oddity has baffled arcanists for ages. That is, except for those unfortunate enough to learn the hard way never to underestimate dragons–ever. While the vast majority of dragonkind focuses on developing and mastering the physical route to power, a few select breeds have a mind as sharp as the teeth of an ancient red dragon and would even humiliate a master arcanist without a second thought.

Rarity in Many Forms. While rare enough in their own right, arcane dragons are even less likely to be spotted or caught off guard due to their innate ability to take on alternate forms, see the future, or annihilate any who somehow slay them. Legends tell of the eldest of arcane dragons having a direct relationship with the weave, able to influence the magical world directly. For these reasons, any contact with such a dragon should begin peacefully or end quickly.

Hex Dragon

Hex dragons are natural schemers and manipulators. They build small cities in the middle of nowhere and compel their minions to wait on them hand and foot. Unusually for dragons, juvenile hex dragons have skin the color of corpses and rolls of fat under their scales. As the hex dragon grows older their scales become a lustrous purple and their bodies wiry and strong. Hex dragon eyes are an almost impossibly bright green and their heads are crowned by elaborately spiraling horns. When a hex dragon reaches adulthood, they are covered in dozens of glowing runes of power. Their jaws are weak compared to other dragons, but their mastery of spells more than makes up for this. A hex dragon's voice is surprisingly musical and sweet. It is often the last thing its victims hear. Hex dragons can eat anything, like all dragons, but hex dragons are very picky about their food. By the time a hex dragon reaches adulthood, it may have created elaborate charts designating which organs from which creatures can be consumed during a specific phase of the moon.

Webs of Deception. Even at a young age, a hex dragon has dozens of minions in its service. Some of these minions are charmed by the dragon, while others are simply intimidated by the dragon's needle sharp fangs. These minions spread the hex dragon's reach far beyond the swamp that it calls home. Most of the hex dragon's minions don't even know that their master is a dragon. Unfortunate minions only find out when they have failed their master in some way, or when the dragon gets hungry.

Vortex of Entropy. Hex dragons are almost fond of undead. Their lairs are often tributes to unique ways to die, and are full of **mummies**, **ghouls**, and **zombies**. Undead are often given the most leeway when completing the hex dragon's schemes and have even been known to fail and not be slaughtered.

A Hex Dragon's Lair

Hex dragons may live in caverns in fetid swamps, or caves in barren wastelands, but most will force their minions to build a hut sized for a dragon. As it grows older, the hex dragon's minions build larger rooms and hallways at random. The oldest hex dragons have massive huts with labyrinthine interiors. The huts are full of boiling cauldrons, bizarre smells, and the mummified remains of dozens of corpses.

Lair Actions

On initiative count 20 (losing initiative ties) the dragon takes a lair action and causes one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses any point within its lair. Every creature within 20 feet of that point must make a DC 15 Wisdom saving throw or become suffused with entropic energy. The next time that creature would regain hit points, by any means, it fails.
- The dragon chooses one creature within its lair and forces it to make a DC 18 Wisdom saving throw or see the image of a loved one beckoning to them. A creature who fails this saving throw is stunned until initiative count 20 on the next round.
- The dragon chooses a point it can see within 100 feet of it. Every creature within 20 feet of that point must make a DC 15 Constitution saving throw, taking 27 (6d8) poison damage on a failed save or half as much damage on a successful one.

Ancient Hex Dragon

Huge dragon, neutral evil

Armor Class 21 (natural armor)
Hit Points 500 (40d12 + 240)
Speed 40 ft. fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	27 (+8)	26 (+8)	30 (+10)

Saving Throws Dex +8, Con +14, Wis +16, Cha +18
Skills Arcana +16, Deception +18, Perception +24, Stealth +8, Survival +16
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34
Languages Common, Draconic, telepathy 60 ft.
Challenge 26 (90,000 XP)
Proficiency Bonus +8

Alternate Form (3/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Retributive Curse: Annihilation. The foe brave or foolish enough to slay a hex dragon must face one last spiteful curse as the dragon dies. When the dragon is reduced to 0 hit points, every creature within 60 feet of it must make a DC 21 Wisdom saving throw, taking 75 (10d6 + 40) necrotic damage on a failed save, or half as much on a successful one. Creatures reduced to 0 hit points by this effect are killed and reduced into fine gray dust.
Spellcasting. The dragon is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). The dragon has all enchantment and necromancy spells prepared, as well as the following wizard spells:

Cantrips (at will): *dancing lights, minor image, prestidigitation, ray of frost*
1st level (4 slots): *color spray, expeditious retreat, fog cloud*
2nd level (3 slots): *hold person, invisibility, misty step*
3rd level (3 slots): *fireball, haste, nondetection, slow*
4th level (3 slot): *arcane eye, greater invisibility, ice storm, phantasmal killer*
5th level (3 slots): *cloudkill, cone of cold, telekinesis*
6th level (2 slot): *contingency, disintegrate,*
7th level (2 slot): *etherealness, symbol*
8th level (1 slot): *incendiary cloud, maze*
9th level (1 slot): *weird*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) poison damage.
Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.
Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours
Cloud of Poison (Recharge 5-6). The dragon exhales sticky poison in a line 120 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 108 (24d8) poison damage and is covered in poison. On a successful save, a creature takes half as much damage and suffers no other effects. A creature that starts its turn covered in poison takes 31 (7d8) poison damage. A creature can use its action to wipe poison off of itself or another creature.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Regional Effects

The region containing a legendary hex dr***agon's lair is warped by the dragon's magic, which creates one or more of the following effects.***

- The very air is fouled by the corrupting presence of the dragon. Creatures within 10 miles of the dragon's lair lose resistance to poison damage and treat immunity to poison as resistance. Hex dragons, constructs, and undead are immune to this effect.
- Massive swarms of bloated stinging flies rise out of dead animal corpses and rotting tree trunks. The buzzing and constant stinging make it impossible to rest. Creatures gain no benefits from short or long rests while within 10 miles of the dragon's lair.
- The corrupting magic of the dragon pulls the dead from their graves. **Zombies** wander in packs within 1 mile of a hex dragon's lair. If a **zombie** is slain within 1 mile of a hex dragon's lair, the dragon senses the slayer's presence and location.

If the dragon dies, these effects end immediately.

Adult Hex Dragon

Large dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 237 (25d10 + 100)
Speed 40 ft. fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	22 (+6)	21 (+5)	24 (+7)

Saving Throws Dex +6, Con +10, Wis +11, Cha +13
Skills Arcana +12, Deception +13, Perception +17, Stealth +6, Survival +11
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic, telepathy 60 ft.
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Alternate Form (3/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Retributive Curse: Paralysis. The foe brave or foolish enough to slay a hex dragon must face one last spiteful curse as the dragon dies. When the dragon is reduced to 0 hit points, every creature within 30 feet must succeed on a DC 19 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the Wisdom saving throw at the end of each of its turns. On a successful save, it is no longer paralyzed.
Spellcasting. The dragon is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The dragon has all enchantment and necromancy spells prepared, as well as the following wizard spells:

Cantrips (at will): *dancing lights, minor image, prestidigitation, ray of frost*
1st level (4 slots): *color spray, expeditious retreat, fog cloud*
2nd level (3 slots): *hold person, invisibility, misty step*
3rd level (3 slots): *fireball, haste, nondetection, slow*
4th level (3 slot): *arcane eye, greater invisibility, ice storm, phantasmal killer,*
5th level (2 slots): *cloudkill, telekinesis*
6th level (1 slot): *disintegrate*
7th level (1 slot): *symbol*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 14 (4d6) poison damage.
Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours
Cone of Poison (Recharge 5-6). The dragon exhales sticky poison in a line 90 feet long and 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 67 (15d8) poison damage and is covered in poison. On a successful save, a creature takes half as much damage and suffers no other effects. A creature that starts its turn covered in poison takes 22 (5d8) poison damage. A creature can use its action to wipe poison off of itself or another creature.\

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Hex Dragon

Medium dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 136 (21d8 + 42)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +4, Con +6, Wis +7, Cha +8
Skills Arcana +8, Perception +11, Stealth +4, Survival +7
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, telepathy 30 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Alternate Form (2/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.

Retributive Curse: Agony. The foe brave or foolish enough to slay a hex dragon must face one last spiteful curse as the dragon dies. When the dragon is reduced to 0 hit points, every creature within 10 feet of it must succeed on a DC 16 Wisdom saving throw or be stunned for 1 minute. If the creature who reduced the dragon to 0 hit points is affected by this ability, it makes this saving throw with disadvantage.

Spellcasting. The dragon is a 7th-level spellcaster. Its spell-casting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon has all enchantment and necromancy spells of 4th level or lower prepared, as well as the following wizard spells:

Cantrips (at will): *dancing lights, minor image, prestidigitation, ray of frost*
1st level (4 slots): *color spray, expeditious retreat, fog cloud*
2nd level (3 slots): *hold person, invisibility, misty step*
3rd level (3 slots): *haste, nondetection, slow*
4th level (1 slot): *phantasmal killer*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Cone of Poison (Recharge 5-6). The dragon exhales sticky poison in a line 60 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) poison damage and is covered in poison. On a successful save, a creature takes half as much damage and suffers no other effects. A creature that starts its turn covered in poison takes 13 (3d8) poison damage. A creature can use its action to wipe poison off of itself or another creature.

Hex Dragon Wyrmling

Small dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Dex + 2, Con +3, Wis +4 Cha +5
Skills Perception +6, Stealth +2
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Retributive Curse. The foe brave or foolish enough to slay a hex dragon must face one last spiteful curse of sickness as the dragon dies. A creature that reduces the dragon to 0 hit points must succeed on DC 13 Wisdom saving throw or be poisoned for 1 minute.

Spellcasting. The dragon is a 3rd-level spellcaster. Its spell-casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dragon has all enchantment and necromancy spells of 2nd level or lower prepared, as well as the following wizard spells:

Cantrips (at will): *dancing lights, prestidigitation, ray of frost*
1st level (4 slots): *color spray, expeditious retreat, fog cloud,*
2nd level (2 slots): *hold person, invisibility*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Cone of Poison (Recharge 5-6). The dragon exhales sticky poison in a line 30 feet long and 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is covered in poison. On a successful save, a creature takes half as much damage and suffers no other effects. A creature that starts its turn covered in poison takes 4 (1d8) poison damage. A creature can use its action to wipe poison off of itself or another creature.

Tome Dragon

Often the collectors of far reaching knowledge, tome dragons are masters of spellcasting compared to their chromatic and metallic counterparts. Highly social by dragon standards, they often form cabals that pool their knowledge and hoards in hidden, well-defended communal lairs, which often receive a reputation as library-monasteries dedicated to the most exotic and obscure of lore. The spellcraft and often sorcerous nature of ancient tome dragons is said to rival that of minor deities, and many hold the secrets to unknown spells and vastly hidden knowledge. Identified by their unusually long tails ending in pointed fins and extremely slender digits, these dragons sheen with a silver and pristine look. Many are as beautiful as they are intelligent. Proving to be master tacticians due to their intelligence, many an adventurer has found it difficult to sneak up on a tome dragon, especially considering their knack for the divination and conjuration schools of magic.

Infinite Learners. The greatest of all dragons in terms of sheer intellect and spellcasting power, tome dragons spend centuries specializing in a particular field of the arcane. Whether it be the ecology of astral species, planar travel, or even the flow of time itself, tome dragons are sure to be an expert on their chosen topic and choose very carefully with whom they share that information.

Guardians of Lore. The immense divination and conjuration magic a tome dragon carries and possesses makes its lair especially confusing and dangerous. Ancient tome dragons are able to scry on their lair and its surrounding area at all times (even during sleep) while conjuring armies to patrol and protect both within and around the lair. This is all for the protection of infinite knowledge contained within hundreds or thousands of tomes the dragon hoards within its libraries.

Beyond Arcane. Extraplanar travels for tome dragons become more frequent with age, and eventually an ancient or older dragon will spend more time in astral projections than in their physical body. Possessing an intellect to rival even most mages by the time they have hatched, even wyrmlings begin studying the world around them from their first day alive.

A Tome Dragon's Lair

Tome dragons make homes deep within mountains or far underground, where they can keep their vast libraries safe. Some powerful tome dragons even make their lairs in the clouds! These lairs are often massive hidden libraries or monasteries that contain nearly infinite knowledge. Due to the nature of tome dragons, many creatures near a lair tend to feel more intelligent, confident, and artistic. Elemental entities often also coalesce near a tome dragon's lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

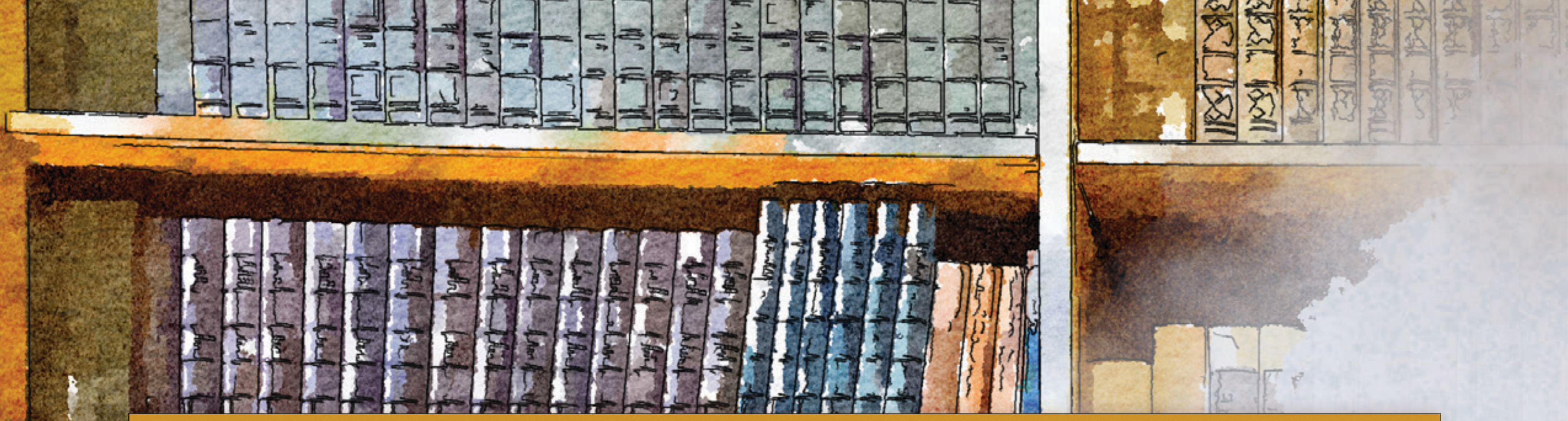
- The tome dragon channels its inherent divination magic to gain precognition for the future. The dragon is under the effects of the *foresight* spell until initiative count 20 on the next round.
- The dragon rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The dragon conjures elemental servants to protect itself. The dragon chooses a point in range, and conjures a creature of challenge rating 5 or lower. The creature has the statistics of the chosen form, though it is an elemental, and it disappears when it drops to 0 hit points or after 1 minute.

Regional Effects

The region containing a tome dragon's lair is one of infinite knowledge and inspiration, which creates one or more of the following effects:

- Each creature within 6 miles of the lair gains a +2 bonus to their Intelligence checks and a +2 bonus to Charisma (Performance) checks.
- Elemental conjurations roam the land around the lair, acting as natural guardians. These conjurations can take the form of beasts or elementals up to challenge rating 2.
- Animals and plants tend to awaken much more often within 1 mile of a tome dragon's lair and can often be found roaming about near it.

If the dragon dies, these effects fade over the course of 1d10 days



Ancient Tome Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 575 (50d12 + 250)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	30 (+10)	27 (+8)	28 (+9)

Saving Throws Dex +8, Con +13, Wis +16, Cha +17
Skills Arcana +18, History +18, Perception +24, Stealth +8
Damage Resistances bludgeoning, cold, fire, thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)
Proficiency Bonus +8

Arcane Sight. The dragon can see a faint aura of magic around any visible creature or object in its sight within 120 feet of it that bears magic, and it knows the school of magic, if any. This sight can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Alternate Form (3/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.

Metamagic: Distant Spell (9/day). When the dragon casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell that has a range of touch, it can make the range of the spell 30 feet.

Metamagic: Empowered Spell (9/day). When the dragon rolls damage for a spell, it can reroll up to nine damage dice and must use the new rolls.

Metamagic: Quicken Spell (5/day). When the dragon casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action for this casting.

Metamagic: Twinned Spell (3/day). When the dragon casts a spell that targets only one creature and doesn't have a range of self, it can target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* isn't eligible, but *disintegrate* is.

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 26). It can innately cast the following spells, requiring no material components:

3/day each: *clairvoyance*
1/day each: *plane shift*, *true seeing*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The dragon is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The dragon has the following and all divination and conjuration spells on the wizard spell list prepared:

Cantrips (at will): *blade ward*, *friends*, *minor illusion*, *mold earth*, *shocking grasp*
1st level (4 slots): *catapult*, *charm person*, *magic missile*, *sleep*
2nd level (3 slots): *hold person*, *Nystul's magic aura*, *phantasmal force*
3rd level (3 slots): *blink*, *counterspell*, *gaseous form*
4th level (3 slots): *banishment*, *confusion*, *phantasmal killer*
5th level (3 slots): *animate objects*, *arcane hand*, *wall of force*
6th level (2 slot): *disintegrate*, *guards and wards*
7th level (2 slot): *forcecage*, *sequester*
8th level (1slot): *power word stun*
9th level (1 slot): *shapechange*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Elemental Breath (Recharge 5–6). The dragon spits a small bead of either fire, ice, earth, or air to a target point within 60 feet, the bead then explodes in a burst of elemental energy. Each creature within 35 feet of that point must make a DC 21 Dexterity saving throw, taking 108 (24d8) fire, cold, bludgeoning, or thunder damage, respectively, on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Tome Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 228 (24d10 + 96)
Speed 40 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	24 (+7)	20 (+5)	21 (+5)

Saving Throws Dex +6, Con +10, Wis +11, Cha +11
Skills Arcana +13, History +13, Perception +17, Stealth +6
Damage Resistances bludgeoning, cold, fire, thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP)
Proficiency Bonus +6

Arcane Sight. The dragon can see a faint aura of magic around any visible creature or object in its sight within 90 feet of it that bears magic, and it knows the school of magic, if any. This sight can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
Alternate Form (3/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.
Metamagic: Distant Spell (5/day). When the dragon casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell that has a range of touch, it can make the range of the spell 30 feet.
Metamagic: Empowered Spell (5/day). When the dragon rolls damage for a spell, it can reroll up to five damage dice and must use the new rolls.
Metamagic: Quicken Spell (3/day). When the dragon casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action for this casting.
Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no material components:

3/day each: *clairvoyance*
1/day each: *plane shift*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Spellcasting. The dragon is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The dragon has the following and all cantrips, 1st-, 2nd-, 3rd-, 4th-, 5th-, 6th-, and 7th-level divination and conjuration spells on the wizard spell list prepared:

Cantrips (at will): *blade ward, friends, minor illusion, mold earth, shocking grasp*
1st level (4 slots): *catapult, charm person, magic missile, sleep*
2nd level (3 slots): *hold person, Nystul's magic aura, phantasmal force*
3rd level (3 slots): *blink, counterspell, gaseous form*
4th level (3 slots): *banishment, confusion, phantasmal killer*
5th level (2 slots): *animate objects, arcane hand*
6th level (1 slot): *guards and wards*
7th level (1 slot): *forcecage*

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Elemental Breath (Recharge 5–6). The dragon spits a small bead of either fire, ice, earth, or air to a point within 60 feet, the bead then explodes in a burst of elemental energy. Each creature within 20 feet of that point must make a DC 18 Dexterity saving throw, taking 67 (15d8) fire, cold, bludgeoning, or thunder damage, respectively, on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Tome Dragon

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 110 (17d8 + 34)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	18 (+4)	16 (+3)	17 (+3)

Saving Throws Dex +4, Con +6, Wis +7, Cha +7
Skills Arcana +8, History +8, Perception +11, Stealth +4
Damage Resistances bludgeoning, cold, fire, thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Alternate Form (2/day). The dragon can assume the form of a Medium or smaller humanoid. This change takes 1 minute to complete and lasts until the dragon takes a minute to either revert back to its true form or change into a different humanoid. The dragon cannot model itself after a specific humanoid, but can change its features every time it assumes a new humanoid form.

Arcane Sight. The dragon can see a faint aura of magic around any visible creature or object in its sight within 60 feet of it that bears magic, and it knows the school of magic, if any. This sight can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Metamagic: Distant Spell (3/day). When the dragon casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell that has a range of touch, it can make the range of the spell 30 feet.

Metamagic: Empowered Spell (3/day). When the dragon rolls damage for a spell, it can reroll up to three damage dice and must use the new rolls.

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

1/day each: *clairvoyance*

Spellcasting. The dragon is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The dragon has the following and all cantrips, 1st-, 2nd-, 3rd-, and 4th-level divination and conjuration spells on the wizard spell list prepared:

Cantrips (at will): *blade ward*, *friends*, *minor illusion*, *mold earth*
1st level (4 slots): *catapult*, *charm person*, *magic missile*, *sleep*
2nd level (3 slots): *hold person*, *Nystul's magic aura*, *phantasmal force*
3rd level (3 slots): *blink*, *counterspell*, *gaseous form*
4th level (1 slot): *banishment*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Elemental Breath (Recharge 5–6). The dragon spits a small bead of either fire, ice, earth, or air to a target point within 60 feet that the dragon can see, and the bead then explodes in a burst of elemental energy. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 58 (13d8) fire, cold, bludgeoning, or thunder damage, respectively, on a failed save, or half as much damage on a successful one.

Tome Dragon Wyrmling

Small dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 76 (17d6 + 17)
Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +3, Con +4, Wis +5, Cha +5
Skills Arcana +6, History +6, Perception +8, Stealth +3
Damage Resistances bludgeoning, cold, fire, thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Arcane Sight. The dragon can see a faint aura of magic around any visible creature or object in its sight within 30 feet of it that bears magic, and it knows the school of magic, if any. This sight can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Metamagic: Empowered Spell (2/day). When the dragon rolls damage for a spell, it can reroll up to two damage dice and must use the new rolls.

Spellcasting. The dragon is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The dragon has the following and all cantrips, 1st-, and 2nd-level divination and conjuration spells on the wizard spell list prepared:

Cantrips (at will): *blade ward*, *friends*, *minor illusion*
1st level (4 slots): *catapult*, *charm person*, *magic missile*, *sleep*
2nd level (2 slots): *hold person*, *phantasmal force*

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Elemental Breath (Recharge 5–6). The dragon spits a small bead of either fire, ice, earth, or air to a target point within 60 feet that the dragon can see, and the bead then explodes in a burst of elemental energy. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 24 (7d6) fire, cold, bludgeoning, or thunder damage, respectively, on a failed save, or half as much damage on a successful one.

Chromatic Dragons

The *Monster Manual* describes the history, culture, and personalities of chromatic dragons in general.

Brine Dragon

There is a subspecies of what claim to be black dragons that have somehow become adapted to the oppressive depths of saltwater oceans. Not only do they thrive in these noxious environments, but they have also developed ways to control it and use it to their advantage.

Brine Dragon Template

Even those who believe that brine dragons are a variation of black dragons agree that how these changes came about is a secret that has been lost to time, but the presence of fins instead of legs and the loss of wings is hard to miss. A brine dragon uses the **black dragon** stats of any age with the following changes.

Aquatic Creature. The dragon has flippers instead of legs, and it lacks wings, the claw action, and a flying speed. If the dragon has the multiattack action, the dragon makes two bite attacks instead of one with its bite and two with its claws. The dragon also lacks the Amphibious trait and gains the following: Water Breathing. The dragon can breathe only underwater.

New Action: Noxious Breath (Recharge 5-6). The dragon's breath weapon is the same length, but is a cone instead of a line and requires a Constitution save instead of a Dexterity save.

Damage Adjustments. The dragon is immune to poison and disease

New Legendary Action: Alkaline Cloud. If the dragon has legendary actions, it replaces the Wing Attack option with the following option: Alkaline Cloud (Costs 2 Actions). The dragon taints the water in a 10-foot-radius sphere, centered on itself, that lingers until the beginning of the dragon's turn. The taint spreads around corners and its area is heavily obscured. When a creature that is not the dragon enters the tainted area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw where the DC matches the dragon's breath save DC. The creature takes 14 (4d6) poison damage on a failed save and spends its action on that turn, if it hasn't spent it yet, retching and reeling. This causes the creature to begin drowning if it cannot breathe underwater. On a successful save, the creature takes half as much damage and suffers no other effects. Creatures are affected even if they hold their breath or don't need to breathe, but creatures that are immune to poison automatically succeed on this saving throw. A strong current moves the sphere, but does not disperse it.

New Legendary Action: Current. If the dragon has legendary actions, it gains the following option: Current. The dragon creates a line 30 feet long and 20 feet wide pointed away from itself in any direction, which moves water in that direction. Each creature in the line must succeed on a Strength saving throw, where the DC matches the dragon's breath save DC, or be pushed 15 feet away from the dragon in a direction following the line. If an alkaline cloud overlaps the line, the cloud is moved 15 feet away from the dragon in a direction following the line.

Onyx Dragon

Very similar to black dragons, the most distinct physical difference between a black dragon and an onyx dragon is the reflective scales of an onyx dragon, particularly in bright light. The breath weapon of an onyx dragon differs from the black dragon in that it also carries an infectious cloud that stings a creature's eyes.

Onyx Dragon Template

An onyx dragon uses the **black dragon** stats of any age with the following changes.

Alignment. Its alignment is neutral

New Action: Stinging Breath (Recharge 5-6). When a creature fails it's save against the dragon's breath weapon, the creature is blinded for 1d4 rounds.

Ancient Brown Dragon

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., burrow 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	24 (+7)	18 (+4)	19 (+4)	15 (+2)

Saving Throws Dex +12, Con +14, Wis +11, Cha +9
Skills Perception +19 Stealth +12
Damage Resistances fire
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sand Glide. The dragon can burrow through nonmagical, unworked sand. While doing so, the dragon doesn't disturb the material it moves through.

Sneak Attack (1/Turn). The dragon deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon breathes a searing hot sandstorm into a 20-foot-radius, 40-foot-high cylinder centered on a point within 60 feet of it. Each creature that starts its turn in the storm or moves through it must make a DC 22 Constitution saving throw, taking 40 (9d8) piercing damage plus 5 (2d4) fire damage on a failed save, or half as much damage on a successful one. The sandstorm's area is heavily obscured for all creatures except the dragon, and lasts until the start of the dragon's next turn.

Sand Cloud (Recharge 5-6). The dragon transforms into a cloud of sand and moves up to its movement speed. It can pass through occupied spaces but must end in an unoccupied space. Any creature whose space the dragon enters takes 22 (5d8) piercing damage and must succeed on a DC 22 Constitution saving throw or become blinded until the end of the dragon's next turn. The dragon does not provoke opportunity attacks while in this form and returns to its true form at the end of this movement

Reactions

Sand Spray. When the dragon is damaged by a creature that it can see that is within 60 feet of it, it can use its reaction to send a spray of sand towards the attacker. The target must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) piercing damage and become blinded until the end of the dragon's next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Brown Dragon

Huge dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Dex +9, Con +10, Wis +8, Cha +6
Skills Perception +13 Stealth +9
Damage Resistances fire
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 14 (15,000 XP)
***Proficiency Bonus* +5**

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Sand Glide. The dragon can burrow through nonmagical, unworked sand. While doing so, the dragon doesn't disturb the material it moves through.
Sneak Attack (1/Turn). The dragon deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws..
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage
Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.
Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Sand Breath (Recharge 5-6). The dragon breathes a searing hot sandstorm into a 15-foot-radius, 30-foot-high cylinder centered on a point within 45 feet of it. Each creature that starts its turn in the storm or moves through it must make a DC 18 Constitution saving throw, taking 36 (8d8) piercing damage plus 5 (2d4) fire damage on a failed save, or half as much damage on a successful one. The sandstorm's area is heavily obscured for all creatures except the dragon, and lasts until the start of the dragon's next turn.
Sand Cloud (Recharge 5-6). The dragon transforms into a cloud of sand and moves up to its movement speed. It can pass through occupied spaces but must end in an unoccupied space. Any creature whose space the dragon enters takes 18 (4d8) piercing damage and must succeed on a DC 18 Constitution saving throw or become blinded until the end of the dragon's next turn. The dragon does not provoke opportunity attacks while in this form and returns to its true form at the end of this movement

Reactions

Sand Spray. When the dragon is damaged by a creature that it can see that is within 50 feet of it, it can use its reaction to send a spray of sand towards the attacker. The target must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) piercing damage and become blinded until the end of the dragon's next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Brown Dragon

Large dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 40 ft., burrow 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con +6, Wis +5, Cha +4
Skills Perception +8 Stealth +6
Damage Resistances fire
Senses darkvision 120 ft., tremorsense 90 ft., passive Perception 18
Languages Common, Draconic
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Sand Glide. The dragon can burrow through nonmagical, unworked sand. While doing so, the dragon doesn't disturb the material it moves through.

Sneak Attack (1/Turn). The dragon deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Sand Breath (Recharge 5-6). The dragon breathes a searing hot sandstorm into a 10-foot-radius, 20-foot-high cylinder centered on a point within 30 feet of it. Each creature that starts its turn in the storm or moves through it must make a DC 14 Constitution saving throw, taking 31 (7d8) piercing damage plus 5 (2d4) fire damage on a failed save, or half as much damage on a successful one. The sandstorm's area is heavily obscured for all creatures except the dragon, and lasts until the start of the dragon's next turn.

Sand Cloud (Recharge 5-6). The dragon transforms into a cloud of sand and moves up to its movement speed. It can pass through occupied spaces but must end in an unoccupied space. Any creature whose space the dragon enters takes 13 (3d8) piercing damage and must succeed on a DC 14 Constitution saving throw or become blinded until the end of the dragon's next turn. The dragon does not provoke opportunity attacks while in this form and returns to its true form at the end of this movement

Reactions

Sand Spray. When the dragon is damaged by a creature that it can see that is within 40 feet of it, it can use its reaction to send a spray of sand towards the attacker. The target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage and become blinded until the end of the dragon's next turn.

Brown Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +4, Con +4, Wis +3, Cha +2
Skills Perception +5 Stealth +4
Damage Resistances fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)
Proficiency Bonus +2

Sand Glide. The dragon can burrow through nonmagical, unworked sand. While doing so, the dragon doesn't disturb the material it moves through.

Sneak Attack (1/Turn). The dragon deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sand Breath (Recharge 5–6). The dragon breathes a searing hot sandstorm into a 5-foot-radius, 10-foot-high cylinder centered on a point within 15 feet of it. Each creature that starts its turn in the storm or moves through it must make a DC 12 Constitution saving throw, taking 13 (3d8) piercing damage plus 2 (1d4) fire damage on a failed save, or half as much damage on a successful one. The sandstorm's area is heavily obscured for all creatures except the dragon, and lasts until the start of the dragon's next turn.

Reactions

Sand Spray. When the dragon is damaged by a creature that it can see that is within 30 feet of it, it can use its reaction to send a spray of sand towards the attacker. The target must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) piercing damage and become blinded until the end of the dragon's next turn.

Brown Dragon

Also known as sand dragons, brown dragons are the most isolated of the chromatics, preferring their vast desert lairs, and are most comfortable when underground. Their scales range in color from pale, golden, and caramel, to extremes of red, brown, pink, orange, gold, purple, green, and black. Brown dragons, as they are affectionately called, take on the color of the deserts they reside in. Though unlike other types of dragons, their scales feel rough and leathery to the touch. They have small webbed claws and very large, long mouths. It's said that a small variety of brown dragons lack wings and the ability to fly, but are exceptional at burrowing through the sand, even compared to their winged counterparts who are already some of the most adept diggers.

Cunning Destruction. Motivated purely by survival but containing the cunning of a pack of kobolds, the sand dragon is a master of surprise, setting traps, and using the least amount of energy to capture prey. Its favorite trap is to create a false section of sand to lie in wait beneath. Any creature that wanders too close is trapped in a whirlpool of sand as the dragon collapses the trap. Brown dragons prefer to strike at once and would rather raid a flock over the course of a week or month than demand sacrifices. Tales of a brown dragon destroying a whole village due to the flock being moved are not uncommon as the dragon proves its destructive capabilities.

Endless Hunger. A brown dragon's favorite meal is whatever it has not tasted before, even in the midst of battle the dragon will attempt to take a bite of something if it is new. Tieflings, aasimar, and other exotic races are sure to be attacked first, dragged deep beneath the sand, and devoured. The dragon craves the taste of something new so much that it will often give up its hidden position or tactical advantage just to get a taste.

Maddening Lairs. The lair of a brown dragon is a series of air pockets beneath the sand, with no need for tunnels connecting the rooms. Brown dragons form their lairs over dozens of these pockets. Nearly half of the areas in a brown dragon's lair are various rooms dedicated to seasonings, meats, and exotic spices, separated by the vast ocean of searing sand. Many rooms of a brown dragon's lair are destined to never be found after its defeat. Among its vast treasures usually lie mundane and magical artifacts from past civilizations sometimes contained within half-buried chests set atop the sand as bait for potential prey.

A Brown Dragon's Lair

The maddening and often disconnected chambers of a brown dragon's lair often sit far beneath a deserts surface. Due to the dragons impressive tunneling and movement within sand their lair is often a collection of rooms with no surrounding tunnels, access, or other rooms. These carved out chambers are often formed by the dragon's magic, although natural caverns are one of their favorite places to make home. These "rooms" may be anywhere from a few feet to hundreds of feet away from each other, and often the dragon splits its treasure between them. Navigation of a brown dragon's lair is near impossible without the dragon as a guide. Due to this fact many brown dragons do not have minions or other creatures within their lair, and if they do many are confined to one room, relying on the dragon to provide them with passage and supplies.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Loose sand shifts to form small, temporary walls within the lair. The sand can form walls up to a total of 30 feet long, 10 feet high, and 10 feet thick, which remain until the dragon dismisses them as an action, uses this lair action again, or dies. The walls block line of sight but not movement. All creatures except the dragon are blinded while within the wall's space and must spend 3 feet of movement for every 1 foot they move there.
- A 15-foot-radius vortex of quicksand forms on the ground centered on a point the dragon chooses within 60 feet of it. When a creature enters that area for the first time on a turn, or starts its turn within 15 feet of the vortex, it must make a DC 15 Strength saving throw or be restrained and pulled to the center of the vortex. A creature may repeat this saving throw at the start of each of its turns. The vortex remains until the dragon dismisses it as an action, uses this lair action again, or dies.
- The dragon creates an explosive burst of searing hot sand around itself. Each creature within 20 feet of the dragon takes 13 (3d8) piercing damage and must succeed on a DC 15 Strength saving throw or be pushed 20 feet away from the dragon in a straight line.

Regional Effects

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Quicksand vortexes within 1 mile of the dragon's lair form portals and sink unsuspecting victims into the Elemental Plane of Earth.
- Water sources within 1 mile of the lair dry up unless magically sustained.
- The sand burns unnaturally hot within 6 miles of the dragon's lair even during the night. Any creature traversing the sand is prone to exhaustion and extreme heat.

If the dragon dies, these effects fade over the next 1d10 days.

Blight Dragon

Fearsome dragons who seem to have a touch of vampirism, blight dragons are vicious ambushers who embody the fear of a sudden attack.

Blight Dragon Template

When a dragon is touched by the Shadowfell, it normally becomes a **shadow dragon**. This is not the case for brown dragons, who for some unknown reason are altered differently. They become blight dragons. A blight dragon uses the **brown dragon** stats of any age with the following changes. Its challenge rating should increase by 1.

New Action: Vampiric Bite. On a successful hit with its bite attack, the dragon gains a number of temporary hit points equal to 25% of the damage dealt (rounded down).

Damage Adjustments. The dragon has resistance to necrotic damage and vulnerability to radiant damage.

Rattelyr Dragon

A short-lived dragon that matures and ages 10 times faster than other dragons, rattelyr dragons populate certain deserts, have more of a rust, maroon, charcoal, or even purple color, and are named for the rattles on the end of their tails. They don't have wings like most dragons, but they do have a frill around the neck that reflects spells back at the caster.

Rattelyr Dragon Template

A rattelyr dragon uses the **brown dragon** stats of any age with the following changes.

Alignment. The dragon is lawful evil

Tunneler. The dragon has no wings or fly speed, its burrow speed increases by 50%, and it lacks the Sand Cloud action.

New Action: Sand Cone (Recharge 5-6). The dragon's breath weapon is a cone. The size of the cone matches the size of a breath weapon from a red dragon of the same age.

New Action: Rattle. The dragon rattles its tail. Each creature within 30 feet of the dragon that can hear the rattle must make a Wisdom saving throw with a DC equal to the dragon's breath save DC or become frightened until the end of the dragon's next turn.

New Reaction: Reflective Hood. The dragon replaces the Sand Spray reaction with the following reaction: Reflective Hood. If the dragon is the target of a spell, it can flare its hood and reflect the spell back at the caster (subjecting the original caster to the effects of the spell) without being affected by the spell. The dragon can reflect a level of spells per day equal to twice its proficiency bonus. If an incoming spell is of a higher level than the amount that the dragon could reflect, the dragon cannot reflect it.

New Legendary Action: Rattle. If the dragon has legendary actions, it replaces the Wing Attack option with the following option: Rattle (Costs 2 Actions). The dragon uses its rattle action.

Yellow Dragon

Yellow and Brown dragons are both so rare and unusual that many scholars believe they are in fact the same dragons, or perhaps share a common ancestor.

Yellow Dragon Template

A yellow dragon uses the **brown dragon** stats with the following changes.

Invisible. Replace the Sneak attack trait with the following option: Invisibility (Wisdom modifier/day). As part of its movement, the dragon can become invisible until the end of its next turn. The effect ends early if the dragon attacks, casts a spell, or uses its breath weapon. Additionally, while invisible, no sound can be created within or pass through a sphere centered on the dragon. The sphere is twice as big as the dragon, any creature or object entirely inside the sphere is immune to thunder damage, and all creatures except the dragon are deafened while entirely inside it. Casting a spell that includes a verbal component is also impossible inside the sphere.

Lazy. The dragon lacks the Sneak Attack trait, Sand Cloud action, and Sand Spray reaction.

New Action: Sandstorm Breath (Recharge 5-6). Reduce the damage dice for the dragon's Sand Breath from d8s to d6s and add the damage dice from the brown dragon's Sneak Attack to the yellow dragon's Sand Breath.

Ancient Gray Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	21 (+5)	18 (+4)	16 (+3)

Saving Throws Dex +7, Con +14, Wis +11, Cha +10
Skills Perception +18, Intimidation +16, Stealth +7, Survival +11
Damage Immunities acid
Condition Immunities petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage plus 9 (2d8) acid damage.
Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.
Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Petrifying Spray (Recharge 5-6). The dragon exhales a caustic acid in a 15-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one. On a failed save the creature must succeed on a DC 22 Constitution saving throw or become restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified. The affected area becomes difficult terrain, due to the caustic acid hardening to stone.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Gray Dragon

Huge dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	19 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +5, Con +10, Wis +8, Cha +7
Skills Perception +13, Intimidation +12, Stealth +5, Survival +8
Damage Immunities acid
Condition Immunities petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 4 (1d8) acid damage.
Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.
Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Petrifying Spray (Recharge 5-6). The dragon exhales a caustic acid in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one. On a failed save the creature must succeed on a DC 18 Constitution saving throw or become restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. The affected area becomes difficult terrain, due to the caustic acid hardening to stone.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gray Dragon

Gray dragons are the most vicious of chromatics, preferring badlands, dry prairies, and other flatland terrain, where they can see potential quarry for miles. A gray dragon's lair is often left abandoned for long periods of time while the dragon establishes outpost lairs during its hunts. Their fierce love of the hunt drives them even more than their fondness for treasure, preferring to pursue humanoids and other intelligent creatures. Some gray dragons are so obsessed with hunting that they eagerly work as mercenaries to track down fugitives and adventurers. Gray dragons do not lay their eggs in their permanent lairs but distribute them widely in out-posts as hatching in such harsh conditions culls the weak from the mighty. From the moment they hatch, gray dragon wyrmlings are capable of flight and self-sufficient hunting–with those that manage to survive their first months proving themselves tough enough to establish themselves as a threat.

Beard of Fangs. With an oversized mouth sporting an impressive sea of fangs, and fang-like horn protrusions jutting from its lower jaw, the dragon's most appropriate nickname is "fang beard" although you should never say that to their face. Its body is covered

Young Gray Dragon

Large dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +4, Con +7, Wis +6, Cha +5
Skills Perception +10, Intimidation +8, Stealth +4, Survival +6
Damage Immunities acid
Condition Immunities petrified
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) piercing plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Petrifying Spray (Recharge 5-6). The dragon exhales a caustic acid in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one. On a failed save the creature must succeed on a DC 15 Constitution saving throw or become restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 1d10 days. The affected area becomes difficult terrain as the caustic acid hardens to stone, an effect that fades over the next 1d10 days.

Gray Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 7)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +2, Con +3, Wis +3, Cha +2
Skills Perception +5, Intimidation +5, Stealth +2, Survival +3
Damage Immunities acid
Condition Immunities petrified
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* + 5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing plus 3 (1d6) acid damage.

Petrifying Spray (Recharge 5-6). The dragon exhales a caustic acid in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one. On a failed save, the creature must succeed on a DC 11 Constitution saving throw or become restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours. The affected area becomes difficult terrain as the caustic acid hardens to stone, an effect that fades over the next 24 hours.

in bony plates that armor its skin and come to rise into projecting spurs at its joints, also causing its tail to end in twin, scythe-like blades of bone. Its wide, elongated wings allow the dragon a commanding view from the sky, from where it can spot fleeing prey.

Fang to Stone. Gray dragons originally were known as fang dragons and were incapable of magic, breath weapons, or extended flight. This continued to be the case until Tiamat selected a nest of fang dragons and altered the species forever, sending the new brood to destroy every last one of their ancestors. Very few fang dragons remain, and any mention of a living specimen is hunted down by any gray dragon that hears of it.

Mutual Aggression. The land surrounding a gray dragon's lair is often littered with **medusa**, giants, and **cockatrice**. Many of these creatures become more aggressive the longer they live under the dominion of the dragon. Some of the most powerful of these creatures are tasked by the dragon to guard its lair while it hunts. While most are not foolish enough to try and hijack the hoard, many have–and are promptly hunted down, petrified, and moved outside the lair as a warning to others.

A Gray Dragon's Lair

Gray dragons create beautiful stone lairs that often draw the attention of giants and other creatures. Many of whom aid in the defense of the dragons' lair when it leaves to hunt, which it does often. These creatures do not serve the dragon but instead have agreed to a mutual lair complex for survival.

A gray dragon's lair is not as infused of an area as most other dragons due to the gray dragon often leaving to hunt and creating outposts. Its hoard is still as impressive however, if not more so. Its innermost chambers are most often blocked off by large boulders or slabs of limestone while the dragon is away.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The remnants of up to three petrified creatures momentarily animate and each one makes one melee attack (+8 to hit) against a creature within 5 feet of it. On a hit, the target takes 14 (4d6) bludgeoning damage.
- Each creature within the lair must make a DC 15 Wisdom saving throw or else spend its reaction making a Charisma or Strength (Intimidation) check by threatening a nearby creature.
- A chunk of stone detaches from the ceiling and crashes to the floor somewhere within the dragon's lair. Each creature in a 10 foot area must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

Regional Effects

The region containing a legendary gray dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The area within 6 miles of the dragon's lair is littered with petrified creatures and creatures with a relationship with stone. **Medusas**, **basilisks**, and **stone giants** are all common.
- Creatures within 1 mile of the dragon's lair have advantage on Intimidation Checks.
- A plant or part of a plant within 1 mile of the dragon's lair may suddenly petrify, with no warning and no apparent reason. This petrification may or may not dissipate.

If the dragon dies, these effects fade over 2d6 days.

Fang Dragon

A type of wingless chromatic dragon from a bygone age, fang dragons are known as the ancestors of the gray dragons, and are remembered for their incredible ferocity and lack of magic. While their populations have been mostly ravaged by gray dragons, some believe that there are still isolated fang dragons alive in the world.

Fang Dragon Template

A fang dragon uses the **gray dragon** stats of any age with the following changes.

Nonmagical. The dragon lacks the Petrifying Spray action, acid damage resistance, petrified condition immunity, and fly speed.

Ferocious. Increase the die size by one category for the damage dice on its Bite, Claw, and Tail attacks (d6 to d8, d8 to d10, and so on)

New Legendary Action: Tail Swipe. If it has legendary actions, it replaces the Wing Attack option with the following option: Tail Swipe (Costs 2 Actions). The dragon swipes with its tail in a 15-foot cone. All creatures in the area must succeed on a Dexterity saving throw with a DC equal to the dragon's breath save DC. On a failed save, a creature takes 18 (2d8 + 9) damage and is pushed 15 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

Intimidation

Particularly sharp eyes will notice that a gray dragon's intimidation bonus is higher than the combination of its Charisma modifier and proficiency bonus. Because gray dragons are so incredibly physically aggressive, and have a bite stronger than even most other dragons, the intimidation bonus is tied to their Strength score. This follows the variant rule: Skills with different abilities included in chapter 7 of the *Player's Handbook*.

Ancient Purple Dragon

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 472 (27d20 + 189)
Speed 30 ft., burrow 45 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	20 (+5)	18 (+4)	30 (+10)

Saving Throws Dex +8, Con +14, Wis +11, Cha +17
Skills Perception +18, Stealth +8, Survival +11
Damage Immunities psychic
Senses blindsight 120 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Undercommon
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sunlight Hypersensitivity. The dragon takes 95 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 17 (5d6) psychic damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Etherealness. The dragon magically enters the Ethereal Plane from the Material Plane, or vice versa

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychotropic Breath (Recharge 5–6). The dragon exhales vapor in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, the creature takes 87 (25d6) psychic damage and is stunned until the end of their next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Dominating Gaze (Recharge 6). The dragon reaches into the mind of a stunned creature in an attempt to dominate them. The creature must succeed on a DC 25 Wisdom saving throw or take only the actions the dragon chooses, and doesn't do anything that the dragon doesn't allow it to do. During this time the dragon can also cause the creature to use a reaction, but this requires the dragon to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends and the target takes 22 (5d8) psychic damage. The dragon can dominate up to six creatures at a time.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Phasing Strike (Costs 2 Actions). The dragon makes a claw attack. The target must also succeed on a DC 25 Charisma saving throw or be magically banished to the Ethereal Plane until the end of their next turn

Purple Dragon

With a love for discovery and rediscovery of the unknown and forgotten caverns deep within the earth, purple dragons are also known as deep dragons, especially to their Underdark foes. Possessing a long, sinuous, and serpentine-like body, the dragons are agile as a cat, despite their great bulk. A mind altering vapor pours from their slender head with a set of swept-back narrow wings for tunnel gliding and the flexibility to squeeze through narrow spaces. When illuminated, their scales glisten with a deep purple reminiscent of amethyst, but in dim light, the dragon appears nearly black.

Dark Tidings. Absolutely hating the overland and even being repelled by the sun, purple dragons have mastered the darkness, and older ones even learn to manifest a magical darkness. Over the generations purple dragons have developed an incredible blindsight and ability to see in the darkness. Due to this, some arcanists sometimes misidentify them as black dragons due to their obscure rarity, colors, and ability in the darkness. Such adventurers that prepare based on such advice often find themselves forever enslaved instead.

Coastal Beginnings. Unlike most other dragons, purple dragons often lay their eggs far from their lairs in underground seas or dark coastal caverns, before returning to their labyrinth of tunnels they call home. Within days of hatching the newborn purple dragons have already grown a plethora of mind altering powers and become extraordinary hunters. Many purple dragons prefer a diet of clams, fish, crabs, kuo-toas, and even aboleths, among other seafood.

Confronting Minds. Due to their shared nature for controlling the minds and actions of other creatures, purple dragons often find themselves at odds with mind flayers and aboleths that stray too far from the depths of the sea. Purple dragons have exceptional memory and often memorize hundreds of tunnels near their lair, and beyond it, in order to efficiently navigate and plan for fights. Even going so far as to protect several tunnels and hide them away in case the dragon needs to retreat. More often than not the dragon uses this knowledge to their advantage with their ethereal plane shifting to surprise even the most cunning of adversaries.

Adult Purple Dragon

Huge dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 30 ft., burrow 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	18 (+4)	16 (+3)	26 (+8)

Saving Throws Dex +7, Con +11, Wis +9, Cha +14
Skills Perception +15, Stealth +7, Survival +9
Damage Immunities psychic
Senses blindsight 120 ft., darkvision 120 ft., passive Perception 25
Languages Draconic, Undercommon
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sunlight Hypersensitivity. The dragon takes 45 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) psychic damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Etherealness. The dragon magically enters the Ethereal Plane from the Material Plane, or vice versa.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychotropic Breath (Recharge 5–6). The dragon exhales vapor in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the creature takes 63 (14d8) psychic damage and is stunned until the end of their next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Dominating Gaze (Recharge 6). The dragon reaches into the mind of a stunned creature that it can see in an attempt to dominate them. The creature must succeed on a DC 22 Wisdom saving throw or take only the actions the dragon chooses, and doesn't do anything that the dragon doesn't allow. During this time the dragon can also cause the creature to use a reaction, but this requires the dragon to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends. The dragon can dominate up to four creatures at a time.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Phasing Strike (Costs 2 Actions). The dragon makes a claw attack. The target must also succeed on a DC 22 Charisma saving throw or be magically banished to the Ethereal Plane until the end of their next turn.

A Purple Dragon's Lair

Deep within the earth, within the complex tunnels of the Underdark lies the honeycomb like chambers of purple dragons. Often more elaborate and needlessly complex than any other creature would appreciate true feats of exploration are needed to navigate, or even just not get lost within. It's not uncommon for purple dragons to forge lairs around areas where the darkness of the deep gives way to the realms of sunless skies. The shadowfell being a particular favorite of most.

Being curious in nature and explorers at heart, purple dragons commonly leave their lairs for long periods of time, leaving minions to guard the treasure and craft new tunnels leading to traps, dead ends, or that curve back upon themselves.

Young Purple Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., burrow 25 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +5, Con +8, Wis +6, Cha +10
Skills Perception +10, Stealth +5, Survival +6
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Undercommon
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Sunlight Hypersensitivity. The dragon takes 30 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 7 (2d6) psychic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Psychotropic Breath (Recharge 5–6). The dragon exhales vapor in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature takes 38 (11d6) psychic damage and is stunned until the end of their next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Dominating Gaze (Recharge 6). The dragon reaches into the mind of a stunned creature that it can see and attempts to dominate them. The creature must succeed on a DC 18 Wisdom saving throw or take only the actions the dragon chooses, and doesn't do anything that the dragon doesn't allow. During this time, the dragon can also cause the creature to use a reaction, but this requires the dragon to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends. The dragon can dominate up to two creatures at a time.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- All stunned creatures that the dragon can see are moved up to 15 feet in directions of the dragon's choosing.
- The dragon casts *darkness*.
- One creature that the dragon can see within 120 feet must succeed on a DC 15 Charisma saving throw or be banished to a nightmare prison, a different plane of existence that the dragon has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes the prison. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

Purple Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 48 (9d8 + 8)
Speed 20 ft., burrow 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +3, Con +3, Wis +3, Cha +6
Skills Perception +5, Stealth +3, Survival + 3
Damage Immunities psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Sunlight Hypersensitivity. The dragon takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) psychic damage.

Psychotropic Breath (Recharge 5–6). The dragon exhales vapor in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw. On a failed save, the creature takes 21 (6d6) psychic damage and is stunned until the end of their next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Regional Effects

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Visions of the Ethereal Plane are common within 1 mile of the dragon's lair.
- Sources of nonmagical light are magically dimmed within 1 mile of the dragon's lair. The radius of both their bright and dim light are halved.
- Creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the dragon and aggressive toward intruders in the area.

If the dragon dies, these effects fade over 1d10 days.

Crimson Dragon

A theatrical dragon that loves to sadistically toy with the reactions and emotions of its quarry, a crimson dragon is often found traveling, and usually alone. Their breath weapon is unique–rather than breathing fire or lightning, the cloud of red mist that they expel drains magical energy from those within it. Those without magic abilities might imagine themselves safe from this spell-sapping breath, but from them, it drains their very life force. The dragon then uses that magical energy or life force to manifest temporary transformations in itself. The results are unpredictable, but always to the dragon's advantage.

Crimson Dragon Template

The crimson dragons originate from cursed lands where ancient afflictions wreak transformations on all who live there. A crimson dragon uses the **red dragon** stats of any age with the following changes.

Cultured. The dragon's Intelligence score increases by 2.

Skill Proficiencies. The dragon is proficient in Intimidation and Performance.

New Action: Cursed Breath (Recharge 5-6). The dragon's breath weapon is crimson mist instead of fire, and the saving throw becomes a Wisdom saving throw. The breath weapon deals no damage. On a failed save, if the creature has at least one unspent spell slot of a level equal to or lower than the dragon's Constitution modifier, the dragon chooses one of those spell slots to consume. If the creature has no spell slots, the dragon instead consumes a number of the creature's hit dice equal to or less than the dragon's Constitution modifier. If the creature has no hit dice remaining, the creature gains a level of exhaustion instead. On a successful save, the creature is unaffected. After using its breath weapon, if the dragon consumed one or more spell slots or hit dice, it gains a mutation, as determined by rolling on the mutations table.

When the dragon gains a mutation, roll 1d100 and add a bonus equal to the sum of all spell slot levels and hit dice consumed during the turn. Should you roll a mutation the dragon already has, reverse the digits and give the dragon the corresponding mutation instead, or roll again.

Unless otherwise noted, the dragon retains each mutation for one hour. If a mutation's entry doesn't specify that it requires an action, reaction, or legendary action to use, it is a passive effect that lasts for the duration and doesn't require concentration. For any mutation that enables the dragon to cast a spell, its spellcasting ability is Charisma.

Crimson Mutations

1d100	Mutation
1-15	***All-Around Vision.*** Eyes appear all over the dragon's body. The dragon has advantage on saving throws against effects that inflict the blinded condition and on Wisdom (Perception) checks that rely on sight, as well as a +5 bonus to its passive Perception.
16-19	***Spiky Scales.*** The dragon's scales grow large spikes. A creature that grapples or starts its turn grappling or being grappled by the dragon takes piercing damage equal to the dragon's proficiency bonus.
20-23	***Magic Missile.*** As an action (or a legendary action that Costs 2 Actions, if the dragon has legendary actions) the dragon can cast *magic missile* as a 5th-level spell without requiring any components.
24-27	***Grasping Tentacles.*** Enormous tentacles burst from the dragon's flanks. As a bonus action (or a legendary action, if the dragon has legendary actions), the dragon can attempt to grapple one creature within 15 feet of it.
28-31	***Missile Reflection.*** When a ranged weapon attack misses the dragon, it can use its reaction to make the attacker the new target of the attack. Use the attacker's attack roll. On a hit, the attack deals its normal damage plus additional damage of the same type equal to the dragon's proficiency bonus.
32-35	***Acid Claw.*** Acid seeps from the dragon's claws. The dragon's claw attack deals additional acid damage equal to its proficiency bonus. The acid also deals 1d4 acid damage to the creature at the start of each of its turns until it or another creature takes an action to remove it. If the dragon later gains either the Ice Claw or Lightning Claw mutation, it replaces this one.
36-39	***Ice Claw.*** A diamond-hard layer of ice forms over the dragon's claws. The dragon's claw attack deals additional cold damage equal to its proficiency bonus and reduces the creature's speed by 10 until the end of the creature's next turn. If the dragon later gains either the Acid Claw or Lightning Claw mutation, it replaces this one.
40-43	***Lightning Claw.*** Electricity arcs over the dragon's claws. The dragon's claw attack deals additional lightning damage equal to its proficiency bonus. A creature that takes this lightning damage can't take reactions until the end of their next turn. If the dragon later gains either the Acid Claw or Ice Claw mutation, it replaces this one.
44-49	***Necrotic Breath.*** When the dragon uses its breath weapon, it can instead choose to exhale a life-sapping shadow in a cone of the same size. This shadow deals necrotic damage instead of fire damage, but otherwise functions as the normal breath weapon from a red dragon of the same age.
50-59	***Radiant Breath.*** When the dragon uses its breath weapon, it can instead choose to exhale a beam of radiant energy in a line that reaches as far as the dragon's normal breath weapon and is 5 feet wide. This beam deals radiant damage, instead of fire damage, but otherwise deals damage as the normal breath weapon from a red dragon of the same age.
60-62	***Extra Mouth.*** A toothy maw opens somewhere on the dragon's body where it doesn't already have a mouth. As a bonus action (or a legendary action, if the dragon has legendary actions), the dragon can make a bite attack with a range of 5 feet.
63-65	***Webs.*** As a bonus action (or a legendary action, if the dragon has legendary actions), the dragon casts *web* twice without requiring any components or concentration.
66-69	***Speed.*** For the next minute, the dragon is affected as if by a *haste* spell. The dragon suffers no wave of lethargy when this effect ends.
70-74	***Amber Paralysis.*** As a bonus action (or a legendary action, if the dragon has legendary actions), the dragon can cast *hold monster* without requiring any components.
75-79	***Metal Repulsion.*** Attacks against the dragon with weapons wholly or partially made of metal have disadvantage. A creature wearing medium or heavy metal armor is considered to be moving through difficult terrain while it is moving towards the dragon, and if it ends its turn within 30 feet of the dragon, it is pushed 10 feet away from it.
80-84	***Magic Reflection.*** When a spell attack misses the dragon, it can use its reaction to make the caster the new target of the attack. Use the original caster's attack roll. On a hit, the spell has its normal effect plus additional fire damage equal to the dragon's proficiency bonus.
85-89	***Growth.*** The dragon instantly gets much bigger. If the dragon is Huge or smaller, increase its size by one category; if it's Gargantuan, it still grows but its size category doesn't change. The dragon gains temporary hit points equal to twice its number of maximum hit dice. The reach of its claw, bite, and tail attacks increases by 5 feet, and they each deal an extra die of damage on a hit.
90-94	***Regeneration.*** If the dragon starts its turn with more than zero hit points, it regains hit points equal to twice its Constitution modifier (minimum 2).
95-99	***Ethereal Phasing.*** As a bonus action (or a legendary action that Costs 2 Actions, if the dragon has legendary actions) the dragon can cast *etherealness*.
100+	***Displacement.*** The dragon projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this mutation is disrupted until the end of its next turn. This mutation is also disrupted while the dragon is incapacitated or has a speed of 0.

Crystalline Dragon

Actually more akin to a white dragon than a crystal one, the crystalline dragon has the ability to use its breath weapon to turn non-organic material into crystal.

Crystalline Dragon Template

A crystalline dragon uses the **white dragon** stats of any age with the following changes.

Alignment. The dragon's alignment is Neutral.

Genius. The dragon's Intelligence score is doubled.

New Action: Crystallize (Recharge 5-6). When a creature fails the saving throw against the dragon's breath weapon, 1d6 items (the dragon's choice) on the creature's person petrify into crystal. Rigid weapons like hammers, swords, and spears can still be used to attack, but instantly shatter if the weapon deals less than the average amount of damage on a hit. *Dispel magic* returns the item to its original material.

Cosmic Dragons

There is a realm, outside of the physical world, yet still within the bounds of physical reality: the Cosmic Realm. This strange place is also known as the solar system, the heavens, infinity, outer space, or sometimes even simply just "space," amongst other names. It has something of a semblance to the astral or ethereal plane, with practically endless expanses of nothingness connecting mortal realms that humanoids occupy. Creatures in this realm are in a perpetual state of free falling; but surrounded by nothingness, this falling motion is more akin to drifting than anything else. Some creatures who have been to the Cosmic Realm and survived have nightmares of endless drifting, gradually moving further and further away from familiarity as they slowly die, completely aware of the situation but wholly unable to do anything about it.

Lack of Atmosphere. This Cosmic Realm is among the most inhabitable spaces ever to exist. There is somehow no air within it, and anything that needs air to survive (such as humanoids, most monsters, and even fire) must be continually supplemented with air or otherwise magically sustained, lest they suffocate. Nevertheless and even so, this outer space is still somehow home to a range of particularly interesting cosmic dragons: the celestial dragon, the moon dragon, the stellar dragon, and the sun dragon. All these dragons outlined below are adults that have not yet become ancient, with the exception of the stellar dragon, which is young and not yet an adult.

Every Star is Different. Unlike the chromatic, gem, or metallic dragons–which usually share similar goals and specific aspects with others of their same categorization–the only characteristics of cosmic dragons that are universal across all the breeds (outside of the standard draconic features) is their cosmic nature. Moon dragons are an average size for a dragon, celestial dragons are approximately twenty times larger, stellar dragons are enormous almost to the point of being immeasurable, and sun dragons shrink to comparatively tiny sizes as ancients. In like manner, their physicality also varies widely; celestial dragons have dexterous and nimble digits that can constrict prey, stellar dragons completely lack limbs of any kind at all, moon dragons have scales that darken with the phases of their moon, and sun dragons shine whenever they fly. These differences are more than skin deep though, with stellar dragons being distant in their personalities, sun dragons being fun-loving and almost childlike, moon dragons being cold and ruthless, and celestial dragons having dispositions that vary widely.

Cosmic Combatants. While one kind of dragon from this group may be very distinct from the next, all of them share abilities related to the Cosmic Realm as a part of their cosmic nature. This may manifest itself in the form of spellcasting, cosmic breath weapons, other magical abilities, increasing physical prowess during specific cosmic events, and more. A sun dragon can even innately sense a moon dragon's presence if said moon dragon gets too close to the sun dragon's home.

Celestial Dragon

Celestial dragons are called star dragons by some, but are not the same as stellar dragons. Likewise, others name them radiant dragons, but that variety of planar dragon which comes from Mount Celestia is a completely different creature. Indeed, celestial dragons may have the dubious distinction of being mistaken for other dragons perhaps more than any other.

This is no doubt due in large part to the fact that celestial dragons are always on the move, flying through space from planet to planet. Add to this their proclivity for adopting the forms of lesser creatures, and few mortals can claim to have even seen one. Which is a shame, because their graceful, translucent wings, serpentine bodies, pearlescent scales, and prodigious size–adults are usually around 300 feet from snout to tail-tip–make them a sight to behold. A celestial dragon's low visibility goes beyond just its physical aspects though, as celestial dragons who cast spells are often fond of translucent spells that keep opponents guessing, such as *unseen servant*, *Bigby's hand*, *Otiluke's resilient sphere*, *wall of force*, and *forcecage*.

God-Kings and Rapscallions. In terms of personality, one celestial dragon differs from another as much as any two humans would. You're just as likely to find one ruling over an entire planet (benevolently or otherwise) as you are to run into one at a tavern using its shape-changing ability to run up a bar tab under the name of some hapless stooge. That said, at their core, most of them are like most dragons–haughty, proud, and convinced that they are the pinnacle of dragonkind.

Cunning Linguists. All celestial dragons speak Draconic as well as whatever passes for the local language, but about 1 in 10 hatchlings are born with the ability to understand any language. They're also especially gifted vocal mimics, adept at adopting accents, dialects, and other linguistic variations. Combined with their shape-changing, this lets them pass for nearly anyone they choose.

Adult Celestial Dragon

Gargantuan dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	18 (+4)	15 (+2)	22 (+6)

Saving Throws Dex +7, Con +14, Wis +9, Cha +13
Skills Athletics +17, Deception +13, Intimidation +13, Perception +16, Performance +13, Stealth +7
Damage Immunities force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Celestial, Common, Draconic
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Cosmic Nature. The dragon doesn't require air.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Vocal Mimicry. The dragon can mimic any voice it's heard, including subtle variations in accent, dialect, and speech patterns. A creature that hears a false voice can tell it's an imitation with a successful DC 20 Wisdom (Insight) check.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its constricting claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Constricting Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage, and if the target is Large or smaller, the dragon can force it to succeed on a DC 25 Dexterity saving throw or become grappled (escape DC 25) by that claw and the dragon cannot grapple another creature in that claw. If the dragon makes an attack with that claw while a creature is grappled in it, a successful attack deals bludgeoning damage instead of slashing damage, and the grappled creature takes 13 (1d6 + 10) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage, and if the creature is Large or smaller, it is knocked prone. Each creature within 5 feet of the target must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 14 (1d8 + 10) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and is moved 5 feet away from the target.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Pulse Breath (Recharge 5-6). The dragon spits a volley of force bolts at one to ten creatures or objects within a 90-foot cone. The force bolts deal a total of 97 (15d12) force damage. After choosing targets, the dragon distributes the force damage among them. If a target is a creature, it can then make a DC 22 Dexterity saving throw. On a failed save, the creature takes its assigned force damage and is knocked prone. On a successful save, the creature takes no damage but is still knocked prone.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Force Shield. When the dragon is hit by an attack, it can call forth a shield of condensed force to protect it. Until the start of its next turn, the dragon has a +6 bonus to Armor Class, including against the triggering attack. To do so, the dragon must see the attacker and be holding nothing in at least one of its claws.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Slap Attack. The dragon makes a tail slap attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Variant: Moon Dragons and Magic

Curiously, some moon dragons also have magic abilities that come and go with their phases. Such a moon dragon gains the following trait:

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19). Depending on the dragon's phase it can innately cast the following spells, requiring no components.

New. 3/day each: *darkness*, *blindness/deafness* (only the spell's *blindness* option)

Waning/Waxing. 2/day each: *darkness*, *continual flame*

Full. 1/day each: *continual flame*, *faerie fire*

Adult Moon Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., fly 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +7, Con +13, Wis +8, Cha +11
Skills Deception +11, Intimidation +11, Perception +14, Stealth +7
Damage Immunities cold
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Cosmic Nature. The dragon doesn't require air.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Phases of the Moon. The dragon is always in one of its three phases: new, waning/waxing, or full. The current phase of the dragon corresponds to the phase of the moon it inhabits. Choose one or roll 1d8 to determine which phase it's in. The dragon's abilities vary with its phase, as shown below and in several other aspects of its statistics.

New (1-2). The dragon is entirely black. When the dragon rolls initiative, it gains 60 temporary hit points. A creature that starts its turn within 10 feet of the dragon takes 5 cold damage. Increase the dragon's attack bonuses by 2. Its melee attacks deal an extra die of damage (included in the attack).

Waning/Waxing (3-6). The dragon is white on its left side and black on its right. Its statistics are as presented.

Full (7-8). The dragon is entirely white. A shapechanger that starts its turn within 60 feet of the dragon immediately assumes its hybrid form and must succeed on a DC 17 Wisdom saving throw or become charmed by the dragon for one hour.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, or 22 (3d10 + 6) piercing damage if the dragon is in its new phase.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 6) piercing damage, or 17 (2d10 + 6) piercing damage if the dragon is in its new phase.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if the dragon is in its new phase.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 (New), DC 19 (Waning/Waxing), or DC 17 (Full) Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Black Frost Breath (Recharge 5-6). The dragon exhales a blast of blackened frost in a cone. All creatures in that area must make a Constitution saving throw. The saving throw DC depends on the dragon's phase, as described below. On a failed save, the creature takes cold damage and is restrained in a block of black ice (escape DC is the same as the breath weapon save DC). While restrained, the creature has total cover and immunity to all damage, is blinded, and can't breathe or target creatures with attacks or spells. On a successful save, the creature takes half as much damage and isn't restrained. The length of the cone, save DC, and damage depends on the dragon's phase:

New. The cone is 90 feet long with a DC 23 saving throw, and deals 88 (16d10) cold damage.

Waning/Waxing. The cone is 60 feet long with a DC 21 saving throw, and deals 72 (16d8) cold damage.

Full. The cone is 30 feet long with a DC 19 saving throw, and deals 56 (16d6) cold damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Oppressive Lunacy (Costs 2 Actions). Each frightened creature within 60 feet of the dragon must succeed on a DC 21 (New), DC 19 (Waning/Waxing), or DC 17 (Full) Wisdom saving throw or fall prone and be stunned until the end of their next turn.

Moon Dragon

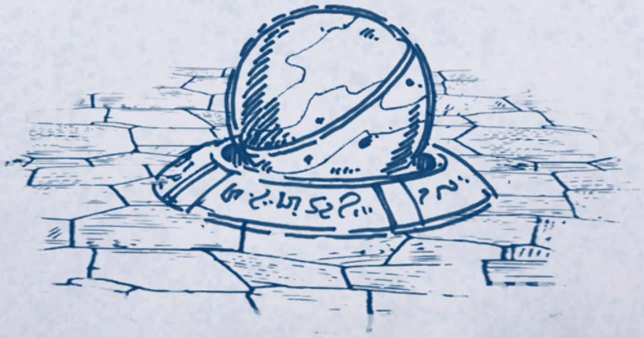
Like many dragons, these vile creatures prize wealth and power, but unlike many dragons, they exclusively inhabit moons. They are cruel, merciless, arrogant predators that consider themselves to be the only creatures that deserve to live. A harsh assessment, but an accurate one. Even a red dragon has more scruples.

By far the most distinctive thing about the moon dragon is its coloration, or rather colorations. The dragon has four phases, which it cycles through every month. At the beginning of the month, in the “full” phase, its scales are a brilliant white. Over the course of several days, a dark shadow forms on its left side, then gradually expands across the dragon’s body until it’s entirely black. This is the “new” phase. Several days after that, a white patch appears on its left side and grows, overtaking the shadow and returning it to its full phase once again.

Above Combat. If at all possible, moon dragons avoid getting involved in up-close combat. This isn’t due to any particular weakness, though. They just consider lowering themselves to actually clawing or biting their enemies a demeaning enterprise. Instead, they like to open up with their breath weapon to freeze their prey in place and eat them like popsicles at their leisure.

Obsessive Lunaphiles. Moon dragons are into their own theming perhaps more than any other type of dragon. If it’s circular, valuable, and white or black, odds are good that you’ll find it in a moon dragon’s hoard. This applies to coins as well–but if they’re not the right color, stamped with a moon, or called a “moon” by the culture that uses it, the dragon has no interest. While it’s hazardous to one’s health to attempt negotiations with a moon dragon, offering the right kind of treasure can greatly increase the odds of survival.

Phases of the Moon Dragon. Many of the moon dragon’s features change with the phase it’s in. Each phase–full, waning, new, and waxing, in that order–lasts for about seven days. Its strongest in the new phase and weakest in the full phase, with the waxing and waning phases falling somewhere in between. The phase it’s in when the characters encounter it is up to the DM, or can be randomly determined with a d8.



Stellar Dragon

These spaceborne beings are the largest known dragons, measuring at least 100 feet long as wyrmlings and nearly 200 miles long in their final stages of growth. Fortunately for sentient beings everywhere, they are peaceful and detached, observing the rise and fall of the civilizations that dot the planets in their territory while doing nothing to intervene. Only rarely do they even deign to speak with lesser creatures, and then only to gain knowledge they don’t already possess.

The stellar dragon’s serpentine body has two frilled fins somewhere in the middle, as well as four lace-like wings and various other fins, but no limbs. The coloration of their chrome-tipped, iridescent purple scales remains the same throughout the dragon’s life cycle. As it ages, myriad-colored gems of various sizes push their way past those scales to adorn its body. The older the dragon, the more of these gems it has, and the higher its status among others of its kind. The abstract patterns they form are what give the stellar dragon its name, along with its ability to forcibly teleport creatures and annihilate its enemies by exposing them to its inner black hole. Their territories are also expansive, even extending into other planes of existence, and they negotiate intensely with one another over who gets to monitor especially dynamic civilizations.

Honorable Knowledge-Eaters. Learning new things isn’t just a scholarly pursuit for stellar dragons–it’s how they survive. The knowledge they consume sustains them; they make no distinction between cogitating and digesting. This presents an excellent opportunity for adventurers in need of assistance. The only difficult part is presenting them with information that they don’t already know. They abhor lies, partially because of the implication that they can be fooled, but mostly because they cause terrible indigestion. Adventurers who do not wish to see what the inside of a black hole looks like are well advised to be honest with stellar dragons.

Pearls and Gems. Starting when it reaches adulthood, the knowledge a stellar dragon consumes is excreted through its skin as clear or milky crystals embedded among its scales. They contain the everlasting knowledge of stellar dragonkind since time immemorial. These *pearls of knowledge* and *gems of wisdom*, as they are known, are highly sought-after by sages and spellcasters. Some contend that the most powerful artifacts in the multiverse derive their magic from these gems. Stellar dragons do not part with these willingly, and good luck taking them by force. A stellar dragon’s knowledge and wisdom is not limited to these excrements though, with many stellar dragons (even the younger ones) drawing magic from sources that sages don’t quite understand. These dragons have the ability to cast any single wizard spell of 8th level or lower up to three times per day–and most of those that can do so will even take time every day to change which spell it is.

Sun Dragon

Sun dragons love life, freedom, and frolicking. Sometimes they even pick their prey up and bat them around like a cat toying with a mouse. They enjoy the company of other creatures, but, due to their natural habitat–the surface of a sun–they receive few visitors. They're even playful in combat. Sun dragons also tend to prefer spells with lively or fiery byproducts, such as *color spray*, *prismatic spray*, *fire shield*, *heat metal*, and *searing smite*

The sun dragon has perhaps the most interesting life cycle of any creature in the multiverse. When it hatches, its scales are an intense, fiery red. As the dragon ages, this color changes from orange to yellow, as an adult, to a bluish-white in its later years. Near the end of its life, all pigment fades away until the scales are stark white, while the dragon itself shrinks in size to that of a wyrmling or even smaller. When the dragon finally dies of natural causes, it implodes and becomes a *sphere of annihilation*, or (very rarely) a *well of many worlds*. Either way, the result is unstable, and usually discorporates within a few weeks.

Sun and Moon. There's only one form of life sun dragons don't respect–moon dragons. So deep is their enmity that they can instinctively sense the presence of one in their territory, whereupon they drop everything to kill it. Occasionally, owing to a coincidental similarity in appearance, an especially ancient sun dragon will be mistaken for a moon dragon wyrmling by someone who doesn't know any better–a grave insult that, fortunately, nobody commits twice.

Life on the Sun. To preserve its superheated lair's treasure hoard, the sun dragon coats its valuables with its own saliva, a flame-retardant powerful enough to keep them from melting. This saliva can also protect living creatures, though most would prefer not to be spat upon by a dragon. The laying of sun dragon eggs creates solar flares, as if the sun itself were celebrating the imminent new arrivals.

Young Stellar Dragon

Gargantuan dragon, neutral

Armor Class 22 (natural armor)
Hit Points 351 (18d20 + 162)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	22 (+6)	16 (+3)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +10, Cha +13
Skills Arcana +13, Athletics +17, History +13, Nature +13, Perception +17, Religion +13, Stealth +7
Damage Immunities cold, force
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Cosmic Nature. The dragon doesn't require air.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Titanic Intellect. The dragon has advantage on Intelligence checks and saving throws.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its shooting stars. It can use its Stellar Aportation in place of one or both shooting stars.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 +10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 28 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shooting Stars. The dragon sends two space rocks no more than 1 foot on a side rocketing away from it for a short distance before they disappear. Each rock then reappears at a point the dragon chooses within 120 feet of it, exploding when they emerge at those points. Each creature within 5 feet of one of these explosions must make a DC 21 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much on a successful one.

Stellar Aportation. One creature the dragon can see within 120 feet of it must make a DC 21 Charisma saving throw. On a failure, the dragon teleports the creature 500 x 1d6 feet in a direction of the dragon's choice, or 500 x 2d6 feet if the save fails by 5 or more. On a success, the creature is only teleported 50 x 2d6 feet, or 50 x 1d6 feet if the save succeeds by 5 or more.

Gravitic Breath (Recharge 5-6). The dragon opens its mouth, which becomes a source of immense gravity. The gravitational pull of the dragon's maw extends out to a 90-foot cone, which lasts until the end of the dragon's next turn or until it closes its mouth. When a creature enters or starts its turn within the area (including if it is forced into the area or the area is moved to overlap with it) it must make a DC 24 Strength saving throw. On a failed save, the creature takes 55 (10d10) force damage and is pulled 60 feet toward the dragon. On a successful save, the creature takes half as much damage and is only pulled 30 feet. A creature pulled into the dragon's mouth by this effect continues to move at the start of each of its turns down the dragon's gullet, even if the gravitic breath has ended. A creature inside the dragon starts this movement at 60 feet, and it increases by 60 feet each round. After 1 minute, the creature is engulfed by the dragon's internal *sphere of annihilation*.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Dispel Magic (Counts as 2 Actions). The dragon casts *dispel magic* at 7th level.

Adult Sun Dragon

Huge dragon, chaotic good

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +11, Wis +7, Cha +9
Skills Insight +7, Perception +12, Persuasion +9, Stealth +6
Damage Immunities fire
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)
Proficiency Bonus +5

Bright Flight. The dragon emits bright light in a 60-foot sphere when in flight.

Cosmic Nature. The dragon doesn't require air.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Moon Dragon Sense. Within the solar system in which it resides, the dragon can unerringly sense the presence of moon dragons, but not the number or direction.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. It can make a claw buffet attack in place of one or both claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target is a creature, the dragon can choose to exchange 1d6 from the attack's damage in favor of forcing the target to make a DC 19 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fireball Breath. The dragon expectorates a flaming wad that explodes on impact at a point the dragon can see within 60 feet. All creatures within 20 feet of that point must make a DC 19 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. This damage ignores resistance to fire damage and treats immunity as resistance.

Delayed Fireball Breath. The dragon expectorates a flaming wad that lands at a point that it can see within 60 feet of it. If a creature touches the wad, the wad immediately explodes in fire. The dragon can also use a bonus action on its turn within one minute of spitting the wad to cause it to explode. The base damage of this explosion is 42 (12d6) fire damage. At the start of each of the dragon's turns, if the wad has not yet exploded, increase the damage by 7 (2d6), to a maximum of 63 (18d6) fire damage. When the wad explodes, all creatures within 20 feet of it must make a DC 19 Dexterity saving throw, taking the accumulated damage on a failed save, or half as much damage on a successful one. A creature touching the wad when it explodes has disadvantage on this saving throw.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Solar Flare (Costs 2 Actions). A sphere of blazing fire expands outward from the dragon. Each creature within 30 feet of it must make a DC 19 Constitution saving throw. On a failure, the creature takes 16 (3d10) fire damage and is blinded until the end of its next turn. On a success, the creature takes half as much damage and isn't blinded. The dragon can then fly up to half its speed.

Gem Dragons

Inquiring minds and philosophical types will usually note that there is a branch of dragons that are mostly good dragons (metallics) and a branch of dragons that are mostly evil dragons (chromatics) and often wonder if there is another family of dragons that are mostly neutral. And indeed there is: the gem dragons; followers of Sardior–the ruby dragon who is the paragon of their kind. These dragons (amethyst, crystal, emerald, obsidian, sapphire, and topaz) distance themselves from the concepts of good and evil, and indeed distance themselves from practically everything. Gem dragons are usually very solitary, rarely seeking out the company of others except to occasionally ensure that their species does not die out.

Social Enigmas. Although the recognized preference for gem dragons (with the exception of some crystal dragons) is to shun the company of others (even their own kind or others very similar to them), gem dragons provide surprisingly charismatic interactions if they are encountered and entreated to converse. Some gem dragons are known to entertain charming conversations and encourage whomever they do speak to in oddly persuasive ways, often getting the person to consider things they would never normally consider. Those who walk away from talking with a gem dragon are often as baffled by their own behavior as they are confused by the gem dragon itself.

Linguists. A creature who has the opportunity to interact with a gem dragon is also often surprised to realize that the dragon is speaking to them in the creature's native language–as even the most secluded of gem dragons are often fascinated by linguistics. A common (though not universal) pursuit among gem dragons is to learn and perfect several languages, even if they never intend to use them. Primordial seems to be a common favorite, though scholars are not entirely sure why. Perhaps this acumen for linguistics is even somewhat inherent to these kinds of dragons, as wyrmlings have been noted to speak the common tongue of the peoples around them as an innate ability upon hatching.

Psionics. In addition to their gift for learning languages, all gem dragons are also innately magical with powerful psionic abilities. Using nothing more than their mind, these dragons have the ability to cast spells and create other magical effects that are mysterious to even most spellcasters. These psionic dragons also tend to find themselves butting heads with aberrations, and many gem dragons have taken it upon themselves to combat these horrors as their quiet life's mission.

Mysterious Leadership. In the same way that a gem dragon may be protecting or even gently guiding a civilization, completely unbeknown to that civilization, gem dragons are also distantly led by a great ruby dragon named Sardior. This king of the gem dragons, though weaker than Bahamut or Tiamat, is still a deity and holds the power to shake worlds. Most gem dragons accept Sardior as the perfect example of what a gem dragon should be, and aim to exemplify his behavior as precisely as possible. Indeed, Sardior is witty, conversational, and surprisingly easy going for a dragon, not to mention a dragon deity. However, he is very difficult to find, and many suppose that this is where the gem dragon's inclination to do the same originates from.

Amber Dragon

Amber dragons are the smallest true dragon. Their scales are thick and look like the bark of an ancient tree. Their scales are dark brown and their eyes are pools of amber with no pupils. The dragon's bark-like scales and deep brown color is a perfect camouflage for the forests they inhabit. Amber dragons inhabit ancient forests, but it would be a mistake to think the dragon is a defender of the forest. The dragon is an apex predator, and cares little about the forest as long as they are left alone.

Reclusive Creatures. Amber dragons don't prefer solitude, they demand it. Amber dragons will hide from those who encroach on its space and, if they are discovered, demand the intruders leave. If the intruder refuses, the dragon attacks. If the fight doesn't go well, the dragon hides and attempts to flee. Amber dragons also don't have lairs and have no use for treasure. However, the forests that they inhabit have the treasures of past adventurers–those who were too foolish to leave–scattered throughout.

Peculiar Preferences. Amber dragons are unique in that they do not have fangs, so they cannot use their mouth to bite opponents. They do have a sharp horn they can use to impale their foes. When they enter combat, they prefer to ambush their opponents with their breath weapon, and then move into melee combat with any creatures that escape the sticky onslaught. Amber dragons survive by puncturing the trunks of trees with their horns, and drinking the sap.

True Gem Dragons

Just as there are some chromatic and metallic dragons that deviate from the regular standard, some scholars differentiate between a "true" gem dragon and it's similar but different cousins based on the dragons' psionic abilities–among other things. To these scholars, "true" gem dragons have very powerful psionics as soon as they hatch, which slowly grow as the dragon ages. The rest have psionics that begin small and become exponentially more powerful as the dragon ages, though these capacities never become as powerful as their "true" gem dragon peers. The "true" gem dragons also have the added ability to teleport once they reach a certain age, while the others never obtain this ability (at least innately) no matter how old they get.

Ancient Amber Dragon

Huge dragon, neutral

Armor Class 20 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 40 ft., burrow 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	20 (+5)	18 (+4)	25 (+7)

Saving Throws Dex +9, Con +13, Wis +11, Cha +14
Skills Acrobatics +9, Perception +18, Stealth +9
Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 90 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic, telepathy 120 ft.
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Agile Flyer. If the amber dragon uses its fly speed during its turn, it has advantage on Dexterity saving throws until the start of its next turn.

Legendary Resistance (2/day). If the dragon fails a saving throw, it can choose to succeed instead.

Natural Camouflage. If the amber dragon is in forested terrain, it has advantage on stealth checks and can take the Hide action as a bonus action.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components:

1/day each: *commune with nature, entangle, plant growth*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its horn and one with its claws.

Horn. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Amber Breath (Recharge 5-6). The dragon exhales a line of molten amber in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also trapped in the sticky amber and are restrained. A creature can use its action to make a DC 21 Strength check, freeing itself or another trapped creature within reach on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Flight. The dragon can fly up to half its fly speed.

Tail Attack. The dragon makes a tail attack.

Trapped in Amber (Costs 2 Actions). One creature within 50 feet of the dragon must make a DC 21 Dexterity saving throw as amber boils up out of the ground. On a failure, the creature is restrained until the end of its next turn.

Amethyst Dragon

When amethyst dragons initially hatch from their eggs, their scales are a sparkling light lavender. As the dragon ages the scales become darker, and by the time the dragon is ancient, their scales have become a rich, vivid, royal purple. This majestic array of scales with evocative colors, the dragon's powerful physicality and impressive psionics, lend the dragon an even greater air of authority with the mortals they encounter. Few such dragons prefer to lair near humanoids, preferring distant mountain peaks and isolated highland tarns. Those that do end up neighboring any mortal civilizations are loath to pass up an opportunity to demonstrate their ability to ethically reign over a populous. Even if it is from a distance.

Conciliators. Amethyst dragons are wise and powerful, more than willing to offer their services as arbiters to those they see in need of it–sometimes quite forcefully, if the dragon deems such to be appropriate. They consider themselves above the petty squabbles of good and evil, law and chaos, and view themselves as the perfect intermediary beings to pass judgment in most (if not all) circumstances. This is not an image that is entirely self-created though, as amethyst dragons are indeed impartial to a fault, making them ideal judges that other dragons often seek out as mediators in their own disputes. Sometimes, however, this reputation precedes them a little too much, and more than one amethyst dragon has been grievously offended when it was not asked to give its insight on matters it thought to be important.

Ancient Amethyst Dragon

Gargantuan dragon, neutral

Armor Class 20 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	30 (+10)	21 (+5)	28 (+9)

Saving Throws Dex +10, Con +15, Wis +12, Cha +16
Skills Arcana +17, History +17, Insight +12, Perception +19, Persuasion +16, Stealth +10
Damage Immunities force
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic, telepathy 120 ft.
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Body Equilibrium. The dragon can telekinetically adjust its weight and local gravity to allow it to walk on any surface at any angle. The dragon can walk across water, up the side of a hallway, or even across the ceiling with no penalty. This ability does not prevent damage from walking across a dangerous surface (lava or spikes, for example).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *bigby's hand*, *dispel evil and good*, *dominate person*, *wall of force*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) force damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Force Blast. The dragon exhales destructive force in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw. On a failed save the creature takes 88 (16d10) force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Exploding Amethyst. The dragon spits a violet lozenge at a space it can see within 70 feet, where the lozenge explodes. Creatures within 15 feet of the exploding lozenge must make a DC 23 Dexterity saving throw, taking 36 (8d8) force damage plus 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

Reactions

Amethyst Telekinesis. When the dragon is struck by a melee attack, it can instinctively unleash a blast of telekinetic power. When a creature that the dragon can see damages it, the dragon can use its reaction to force the creature to make a DC 23 Strength saving throw. On a failed save the creature takes 28 (8d6) force damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The Dragon makes a tail attack.

Teleport (Costs 2 actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Superior Amethyst Telekinesis (Costs 3 actions). Until the start of the dragon's next turn, whenever the dragon is struck by a melee attack it can instinctively unleash a blast of telekinetic power. When a creature damages the dragon with a melee attack they must make a DC 23 Strength saving throw. On a failure, the creature takes 35 (10d6) force damage and is knocked prone. On a successful save,the creature takes half damage and is not knocked prone.

Tactical Advances. Amethyst dragons prefer to talk rather than fight, but once combat begins, they are simultaneously very aggressive and extremely calculating. They almost always open a fight with one of their breath weapons, and then single out the spellcasters and target them with melee attacks. Amethyst dragons tap into their psionics to either avoid getting surrounded or to keep spellcasters from escaping. Few things are more terrifying than thinking you have escaped the wrath of a powerful amethyst dragon, only to have it reappear directly in front of you—a realization that amethyst dragons savor seeing on the face of their quarry.

Amethyst Connection. While an amethyst dragon's correlation to the gems of the same name are obvious, some believe that their connection goes deeper, and is possibly even connected to the dragon's psionic abilities. It has been noted that amethyst gems close to an amethyst dragon's lair glow with an inner light. Bringing multiple gems together also compounds their collective light. The light from the gem slowly begin to dim once it gets far enough away from the dragon's lair, and it does not return until the gem has re-entered that range. Some believe that amethyst dragons can sense the world through these gems for as long as they glow.

Adult Amethyst Dragon

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	22 (+6)	25 (+7)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +11, Wis +9, Cha +12
Skills Arcana +12, History +12, Insight +9, Perception +14, Persuasion +12, Stealth +8
Damage Immunities force
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic, telepathy 120 ft.
Challenge 16 (15,000 XP)
Proficiency Bonus +5

Body Equilibrium. The dragon can telekinetically adjust its weight and local gravity to allow it to walk on any surface at any angle. The dragon can walk across water, up the side of a hallway, or even across the ceiling with no penalty. This ability does not prevent damage from walking across a dangerous surface (lava or spikes, for example).

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *dispel evil and good, dominate person, wall of force*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) force damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Force Blast. The dragon exhales destructive force in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 66 (12d10) force damage and is knocked prone. On a successful save the creature takes half as much damage and isn't knocked prone.

Exploding Amethyst. The dragon spits a violet lozenge at a space it can see within 70 feet, where the lozenge explodes. Creatures within 15 feet of the exploding lozenge must make a DC 19 Dexterity saving throw, taking 27 (6d8) force damage plus 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one.

Reactions

Amethyst Telekinesis. When the dragon is struck by a melee attack, it can instinctively unleash a blast of telekinetic power. When a creature that the dragon can see damages it, the dragon can use its reaction to force the creature to make a DC 19 Strength saving throw. On a failed save, the creature takes 21 (6d6) force damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes a tail attack.

Teleport (Costs 2 actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Superior Amethyst Telekinesis (Costs 3 actions). Until the start of the dragon's next turn, whenever the dragon is struck by a melee attack it can instinctively unleash a blast of telekinetic power. When a creature damages the dragon with a melee attack they must make a DC 19 Strength saving throw. On a failed save, the creature takes 21 (6d6) force damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Young Amethyst Dragon

Large dragon, neutral

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	22 (+6)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +8, Wis +6, Cha +9
Skills Arcana +10, Insight +6, Persuasion +9, Perception +10, Stealth +6
Damage Immunities force
Condition Immunities frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, telepathy 90 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Body Equilibrium. The dragon can telekinetically adjust its weight and local gravity to allow it to walk on any surface at any angle. The dragon can walk across water, up the side of a hallway, or even across the ceiling with no penalty. This ability does not prevent damage from walking across a dangerous surface (lava or spikes, for example).

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *dispel evil and good*, *dominate person*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 2 (1d4) force damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Force Blast. The dragon exhales destructive force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save the creature takes 55 (10d10) force damage and is knocked prone. On a successful save the creature takes half damage and isn't knocked prone.

Exploding Amethyst. The dragon spits a violet lozenge at a space it can see within 60 feet, where the lozenge explodes. Creatures within 10 feet of the exploding lozenge must make a DC 16 Dexterity saving throw, taking 18 (4d8) force damage plus 18 (4d8) piercing damage on a failed save, or half as much damage on a successful save.

Reactions

Amethyst Telekinesis. When the dragon is struck by a melee attack, it can instinctively unleash a blast of telekinetic power. When a creature that the dragon can see damages it, the dragon can use its reaction to force the creature to make a DC 16 Strength saving throw. On a failed save, a creature takes 14 (4d6) force damage and is knock prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Amethyst Dragon Wyrmling

Medium dragon, neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 +16)
Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Dex +4, Con +4, Wis +3, Cha +5
Skills Arcana +6, Insight +3, Perception +5, Stealth +4
Damage Immunities force
Condition Immunities frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Common, Draconic, telepathy 60 ft.
Challenge 3 (700 XP)
Proficiency Bonus +2

Body Equilibrium. The dragon can telekinetically adjust its weight and local gravity to allow it to walk on any surface at any angle. The dragon can walk across water, up the side of a hallway, or even across the ceiling with no penalty. This ability does not prevent damage from walking across a dangerous surface (lava or spikes, for example).

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *dispel evil and good*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Force Blast. The dragon exhales destructive force in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Exploding Amethyst. The dragon spits a violet lozenge at a space it can see within 50 feet of it, where the lozenge explodes. Creatures within 5 feet of the exploding lozenge must make a DC 12 Dexterity saving throw, taking 9 (2d8) force damage plus 9 (2d8) piercing damage on a failed save, or half as much on a successful one.

Reactions

Amethyst Telekinesis. When the dragon is struck by a melee attack, it can instinctively unleash a blast of telekinetic power. When a creature that the dragon can see damages it, the dragon can use its reaction to force the creature to make a DC 12 Strength saving throw. On a failed save, the creature takes 7 (2d6) force damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

An Amethyst Dragon's Lair

Amethyst dragons are creatures of the earth, and are the most comfortable when they are completely within it. They maintain lairs near portals to the elemental plane of earth, and on some rare occasions, specimens have even been found living on the plane itself–apparently having been there for generations. Massive veins of amethyst and other, more valuable, gems, jewels, and other minerals will run through the walls–casting hundreds of thousands of little beams of light when illuminated by outside sources. Over time, the amethyst veins change color to match the shade of the dragon's scales. These cave complexes are always massive and are usually well maintained by the dragon's allies and minions, if it has any. Amethyst dragon hoards are secured, hidden behind locked doors in the safest part of the lair, surrounded by traps of all kinds, and often include many rare pieces of art.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A *wall of force* appears at a point the dragon can see within 120 feet. The dragon doesn't need to concentrate to maintain it, and the *wall of force* only lasts until initiative count 20 on the next round
- The dragon chooses a point that it can see within 120 feet of it, and the earth around that point begins churning like a whirlpool. Every creature within 10 feet of that point must succeed on a DC 15 Dexterity saving throw or fall prone and take 9 (2d8) bludgeoning damage.
- One creature that the dragon can see within 120 feet of it must make a DC 18 Strength saving throw or be blasted with telekinetic force and be knocked back 10 feet, taking 17 (3d10) force damage.

Regional Effects

The region containing a legendary amethyst dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures have advantage on Wisdom (Insight) checks while within 10 miles of the dragon's lair.
- Amethyst gems within 10 miles of the dragon's lair emit bright light for 5 feet and dim light for an additional 5 feet.
- Spells that inflict force damage deal 1 extra point of force damage while the caster is within 1 mile of the dragon's lair.

If the dragon dies, these effects end immediately.

Ectoplasmic Dragon

The dragon without scales, the ectoplasmic dragon from the Astral Plane, is known for its erratic behavior and ability to encapsulate foes. An encounter with an ectoplasmic dragon is just as likely to result in a lengthy discussion as it is to result in a fight to the death.

Ectoplasmic Dragon Template

Pale and mostly translucent, an ectoplasmic dragon uses the **amethyst dragon** stats of any age with the following changes.

Alignment. The dragon is Chaotic Neutral

Non-terrestrial. The dragon has a swim speed equal to double its walking speed and lacks a burrowing speed.

Extraplanar. The dragon does not have the Body Equilibrium trait or the Force Blast breath weapon. It is immune to the negative effects of planar travel typical of most dragons.

New Action: Astral Jaunt. The dragon enters the Astral Plane from the Material Plane, or vice versa.

No Psionics. The dragon lacks the Innate Spellcasting trait, the Amethyst Telekinesis reaction, and the Superior Amethyst Telekinesis legendary action, if it has them.

New Reaction: Ectoplasmic Cocoon. If a Medium or smaller creature within 100 feet of the dragon damages it, the dragon can force the creature to make a Dexterity saving throw against the dragon's spell save DC. On a failed save, the creature is encased in a cocoon. The cocoon's AC equals half of the dragon's AC, and it has hit points equal to 10% of the dragon's maximum hit points. The target can still breathe, provided that there is air directly outside the cocoon, but is paralyzed. The area of the cocoon is heavily obscured, and a creature within it cannot be affected by outside forces.

Crystal Dragon

Outgoing and friendly, if approached appropriately, crystal dragons are curious about the world and excitedly engage with visitors to their lairs. Only fools would mistake this friendliness for naivete, though, as crystal dragons are highly intelligent and jealously guard their hoards. A thief that thinks they can talk their way into a crystal dragon's treasure is going to die a painful death.

Dazzling. When they first hatch, a crystal dragon's scales are milky white and glossy. As they age, the scales become more translucent, and the oldest crystal dragons tend to look like a statue carved from the purest diamonds. Sunlight and moonlight cascade off of any crystal dragon in an explosion of color, and sunlight causes them to sparkle so brilliantly that they are almost unbearable to look at. A crystal dragon's eyes are constantly in motion, and their mouths seem locked into an expression of wonder, especially when participating in one of their favorite activities: splaying themselves out on the ground at night and watching the stars in their heavenly dance. Crystal dragons love observing the heavens and the movements of the cosmic bodies, sometimes out of simple love for watching the stars, and sometimes to divine hidden meanings in the journeys of the celestial lights across the sky. Most crystal dragons are astrologers, and it is not particularly uncommon to find that a playful crystal dragon is also a talented and powerful astrological diviner.

Jokesters. Crystal dragons are notorious pranksters and are constantly setting traps to perplex and befuddle those who wander too close. Crystal dragons may also be the only dragons to ever engage in a snowball fight, and whenever it happened, it seems that they picked

Ancient Crystal Dragon

Gargantuan dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 380 (24d20 + 144)
Speed 40 ft., burrow 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	23 (+ 6)	24 (+7)	22 (+6)	20 (+5)

Saving Throws Dex +8, Con +12, Wis +12, Cha +11
Skills Intimidation +11, Perception +18, Persuasion +11, Stealth +8
Damage Immunities cold, radiant
Condition Immunities blinded, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic, telepathy 120 ft.
Challenge 20 (25,000 XP)
Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *animate objects*, *ice storm*, *sunbeam*, *true seeing*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 +7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The dragon exhales destructive force in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 72 (16d8) radiant damage and is blinded until the start of the dragon's next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

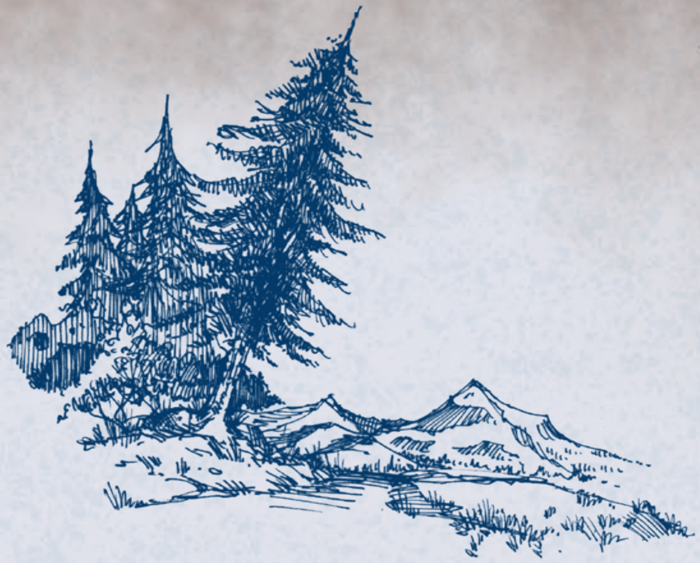
Tail. The dragon makes a tail attack.

Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Radiant Strike (Costs 3 actions). The dragon chooses a point it can see within 50 feet of it and a column of radiant energy descends from the sky. Every creature within 10 feet of that point must make a DC 15 Dexterity check, taking 21 (6d6) radiant damage on a failed save and half as much on a successful one.

up on it with surprising acumen. To this day, crystal dragons will often enchant a snowball and send it flying off to strike a random creature–and if it can hit them from an angle that leads them to think that someone else threw it, then all the better! A crystal dragon's pranks are far from limited to snowballs, though they do prefer arctic orchestrations, and many crystal dragons create puzzles and depictions entirely created from snow and ice in an attempt to see how long it takes for creatures to exhibit complete bewilderment.

Pacifists. Crystal dragons usually despise violence, especially when it is unwarranted. If they are not defending their lairs or their hoards, they attempt to use their various abilities to blind, slow, freeze, or otherwise inhibit their foes while they themselves flee from the attackers. When they are defending their possessions though, crystal dragons try to blind their opponents before closing to engage in melee combat. While crystal dragons are indeed the weakest of the gem dragons, they are surprisingly friendly and will almost always have allies and minions in or near their lair. These allies and minions will arrive to join the dragon if it decides to partake in combat, and it is rare if these allies will not fight to the death. This disdain for violence even extends to the dragon's diet, as most crystal dragons will only eat metals or gems.



A Crystal Dragon's Lair

Crystal dragons lair on the tops of tall mountains and in the ice of ancient glaciers. They love open skies and often choose their lairs partially, or even completely, on which locations allow them to see the most stars. They enjoy crafting walls and sculptures out of supernaturally hard ice and they love gems of all types, especially diamonds. The dragon's hoard is usually in a cavern that's open to the air, where the dragon can sit and admire its hoard while it watches the light play off the gems.

Adult Crystal Dragon

Huge dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft., burrow 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	22 (+6)	20 (+5)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +10, Cha +9
Skills Intimidation +9, Perception +15, Persuasion +9, Stealth +7
Damage Immunities cold, radiant
Condition Immunities blinded, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, telepathy 120 ft.
Challenge 13 (11,500 XP)
Proficiency Bonus +5

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *ice storm*, *sunbeam*, *true seeing*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (2d4) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 +5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The dragon exhales destructive force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 54 (12d8) radiant damage and is blinded until the start of the dragon's next turn. On a successful save the creature takes half as much damage and isn't blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes a tail attack.

Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Radiant Strike (Costs 3 Actions). The dragon chooses a point it can see within 50 feet of it and a column of radiant energy descends from the sky. Every creature within 10 feet of that point must make a DC 17 Dexterity check, taking 14 (4d6) radiant damage on a failed save and half as much on a successful one.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point it can see within 120 feet of it, and the air there is filled with supernatural cold. Every creature within 10 feet of that point must make a DC 16 Constitution saving throw, taking 22 (4d10) cold damage on a failed saving throw, or half as much on a successful one.
- One of the many sculptures that fill the dragon's lair comes to life and attacks. The dragon can make a bite attack against any creature within 90 feet of it.
- The ice and cold of the fortress surround the dragon in a protective shroud. The dragon has advantage on its next saving throw, or it can force the next attack roll against it to be made with disadvantage.

Regional Effects

The region containing a legendary crystal dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- One creature is hit with a snowball. The snowball strikes one creature in the back, but never the last creature in a group. The snowball moves around obstacles to strike a random creature. This effect happens even if the weather is too warm for snow.
- A party of adventurers finish a long rest or enter a new ice cavern to find sculptures of themselves in a circle laughing at some unknown joke.
- Creatures suddenly find themselves in a maze of snow. They must succeed on a DC 10 Intelligence check to escape. After 1 hour, the walls collapse and they can escape without making the check.

When the dragon dies, these effects fade away over the next 2d6 days.

Young Crystal Dragon

Large dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 40 ft., burrow 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	20 (+5)	18 (+4)	17 (+3)

Saving Throws Dex +5, Con +5, Wis +7, Cha +6
Skills Intimidation +6, Perception +10, Persuasion +6, Stealth +5
Damage Immunities cold, radiant
Condition Immunities blinded, frightened
Senses blindsight 40 ft, darkvision 120 ft., passive Perception 20
Languages Common, Draconic, telepathy 90 ft.
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *ice storm*, *true seeing*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) radiant damage.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.
Radiant Breath (Recharge 5-6). The dragon exhales destructive force in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save the creature takes 45 (10d8) radiant damage and is blinded until the start of the dragon's next turn. Ona successful save the creature takes half damage and isn't blinded.

Crystal Dragon Wyrmling

Medium dragon, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +4, Con +3, Wis +4 Cha +5
Skills Perception +6 Persuasion +5, Stealth +4
Damage Immunities cold, radiant
Condition Immunities blinded, frightened
Senses blindsight 20 ft, darkvision 60 ft., passive Perception 16
Languages Common, Draconic, telepathy 60 ft.
Challenge 2 (450 XP)
Proficiency Bonus +2

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *true seeing*

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.
Radiant Breath (Recharge 5-6). The dragon exhales radiant energy in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw. On a failed save the creature takes 18 (4d8) radiant damage and is blinded until the start of the dragon's next turn. On a successful save the creature takes half as much damage and isn't blinded.

Ancient Emerald Dragon

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 412 (25d20 + 150)
Speed 40 ft., burrow 40 ft., swim 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	26 (+8)	22 (+6)	24 (+7)

Saving Throws Dex +10, Con +13, Wis +13, Cha +14
Skills Intimidation +14, Perception +20, Stealth +10
Damage Immunities psychic
Condition Immunities frightened, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Common, Draconic, telepathy 120 ft.
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *circle of power, legend lore, mislead, modify memory*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 11 (2d10) psychic damage.
Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.
Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Roar (Recharge 5-6). The dragon exhales a 90-foot cone of high pitched sound that shatters psyches and shreds nervous systems. Each creature in that area must make a DC 21 Constitution saving throw, taking 77 (22d6) psychic damage on a failed saving throw, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes one tail attack.
Expand Awareness. The dragon extends its awareness a few seconds into the future. The next attack roll made against the dragon has disadvantage, or the dragon has advantage on its next saving throw or attack roll.
Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Adult Emerald Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft., burrow 40 ft., swim 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	23 (+7)	18 (+4)	20 (+5)

Saving Throws Dex +8, Con +9, Wis +9, Cha +10
Skills Intimidation +10, Perception +14, Stealth +8
Damage Immunities psychic
Condition Immunities frightened, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic, telepathy 120 ft.
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.
Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *legend lore, mislead, modify memory*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) psychic damage).
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.
Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Roar (Recharge 5-6). The dragon exhales a 60-foot cone of high pitched sound that shatters psyches and shreds nervous systems. Each creature in that area must make a DC 18 Constitution saving throw, taking 63 (18d6) psychic damage on a failed saving throw, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes one tail attack.
Expand Awareness. The dragon extends its awareness a few seconds into the future. The next attack roll made against the dragon has disadvantage, or the dragon has advantage on its next saving throw.
Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Emerald Dragon

Emerald dragons are scholars, most particularly being fascinated by the local history surrounding the area around their lair and its adjacent regions. They revere the cultural expression and general customs of all civilizations, both ancient and modern. As curious as they are, however, emerald dragons are also nervous, cautious, and even paranoid around others to a surprising extreme. They may regularly write to a sage who specializes in the history of a certain locale that the dragon is interested in, detailing questions about the sage's particular branch of expertise, pouring out their feelings of adoration for the society in question, and expressing their giddy excitement to receive further answers–but the sage will never meet the dragon in person, nor have any idea that they are writing to a dragon.

Young Emerald Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 40 ft., burrow 40 ft., swim 40 ft., fly 80 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +5, Wis +5, Cha +6
Skills Intimidation +6, Perception +8, Stealth +5
Damage Immunities psychic
Condition Immunities frightened, stunned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, telepathy 90 ft.
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Amphibious. The dragon can breathe air and water.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *legend lore, modify memory*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) psychic damage.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.
Roar (Recharge 5-6). The dragon exhales a 30-foot cone of high pitched sound that shatters psyches and shreds nervous systems. Each creature in that area must make a DC 14 Constitution saving throw, taking 45 (13d6) psychic damage on a failed save, or half as much damage on a successful one.

Emerald Dragon Wyrmling

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., burrow 30 ft., swim 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +3, Wis +3, Cha +4
Skills Intimidation +4, Perception +5, Stealth +4
Damage Immunities psychic
Condition Immunities frightened, stunned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Common, Draconic, telepathy 60 ft.
Challenge 2 (450 XP)
Proficiency Bonus +2

Amphibious. The dragon can breathe air and water.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *modify memory*

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.
Roar (Recharge 5-6). The dragon exhales a 15-foot cone of high pitched sound that shatters psyches and shreds nervous systems. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Fluctuating. An emerald dragon's scales are a beautiful sea green when the dragon first hatches, darkening to deeper emerald hues as the dragon matures. They also have short horns on the back of their heads that they use in elaborate mating displays. Regardless of the dragon's age though, their scales shimmer and seem to ripple in light, causing an optical illusion that looks as if the dragon is constantly in motion. Many emerald dragons use this to their advantage, and are sometimes able to distract creatures with shorter attention spans using said illusion. Occasionally, this even causes the creature to be surprised by the dragon if it suddenly switches from elaborate conversation to outright combat. Particularly ancient emerald dragons are a dark emerald green, and their pupils have faded away, leaving their eyes as featureless green orbs.

Loyal. Emerald dragons are very attentive and caring parents. Parents stay in the same area to raise their young until the offspring are ready to go out and find their own lairs. Any sign of hostility, even the slightest, toward the dragons' brood invites the wrath of the parents–who fight to the death to protect them. If it is not fighting to protect its family, an emerald dragon mostly avoids combat in its lair until it has a significant tactical advantage. An emerald dragon's lair is full of traps, and the dragon will slyly lead intruders through the deadliest traps without hardly having to confront them at all, before turning to engage when they are weakened or stuck. If its hoard or young ones are threatened, the dragon doesn't hesitate to use its roar and then concentrate on the spellcasters. Emerald dragons also usually prefer to use their burrow speed to move around the battlefield, outflanking its opponents and avoiding anyone trying to engage it in melee combat, until it has markedly weakened its opponents.

Prejudiced. Emerald dragons have some very particular tastes, some of which can lead to escalated situations very, very quickly. As mentioned above, they are extremely protective of their young and are always wary of outsiders. Even more than this though, is their loathing for giants, particularly those of the fire variety. Emerald dragons hate fire giants with a passion, and will in fact behave completely contrary to their usual disposition, attacking any fire giant that they see without any provocation. Why this is the case has never been confirmed, but many believe it is because of the fire giant's tendency to conquer cultures and subdue or completely annihilate them in the process. Less extreme, but more useful to adventurers, is the knowledge that emerald dragons can eat anything but consider giant lizards a special delicacy.

An Emerald Dragon's Lair

Emerald dragons lair in places with a strong connection to the elemental plane of fire. Dormant or inactive volcanoes are favored because dragons favor the heat but don't want their hoards to be threatened by constant eruptions. Emerald dragon lairs are close enough to civilization to allow the dragon to observe them, but far enough away that visitors are unlikely. Their lairs are full of deadly traps that safeguard the hoard and give the dragon an advantage in combat.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point it can see within 90 feet of it. Spikes erupt from the floor in a 10-foot radius from that point. Every creature in that area must make a DC 16 Dexterity check, taking 14 (4d6) piercing damage on a failed saving throw, or half as much on a successful one. The area is difficult terrain until the dragon uses another lair action.
- Part of the ceiling collapses above a creature the dragon can see within 50 feet of it. That creature must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) points of bludgeoning damage and are restrained under the rocks. The creature is restrained until they use an action to dig themselves out.
- The dragon chooses a point that it can see within 120 feet of it, and volcanic cracks open, venting dark smoke in a 10-foot cube. Creatures in the cloud are heavily obscured to all creature but the dragon. The cloud dissipates at initiative count 20 of the following round.

Regional Effects

The region containing a legendary emerald dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- While creatures are within earshot of the lair, spectral figures sometimes appear around them and reenact an important event from the local history. It could be a debate, a battle, or a play.
- Once per day at random times, while within 1 mile of the dragon's lair, creatures have the distinct impression that someone is watching them. The feeling fades after a few minutes.
- Within 6 miles, the ground periodically rumbles as if a volcano is about to erupt. After a few minutes the shaking subsides.

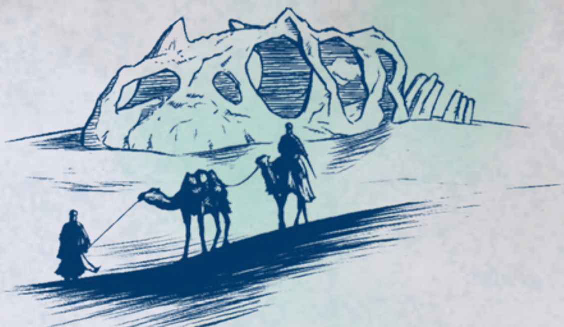
When the dragon dies, these effects fade away over 2d6 days.

Jacinth Dragon

No more than a dozen jacinth dragons exist in any known world. It is unknown why there are so few of them, but they are the rarest type of dragon. They are so rare that sages know very little about them.

Jacinth dragon's scales are a brilliant orange, and in direct sunlight they look like a dragon made out of flame. The scales on their underbelly change from orange to white as the dragon ages, while the tips of their tails are black. Their claws and fangs are small, but wickedly sharp. Jacinth dragons have large, expressive eyes and their mouth is locked in a frown.

Distant Combatants. Jacinth dragons dislike physical combat. They use their breath weapon in hit and run attacks to wear the enemy down. They wait until the enemy is sleeping before swooping in to blast their foes and then disappear into the sky. The dragon will slowly wear the enemy down until the unfortunate creatures have exhausted all healing and are on the verge of collapse before the dragon uses its claws and fangs to finish them.



Impersonal Behemoths. Jacinth dragons prefer to live in vast rocky deserts far from civilization. They shun most visitors. Maybe once in a century a jacinth dragon will decide a visitor is interesting enough to have their complete attention. This can be an uncomfortable experience for that visitor, as the dragon asks incredibly personal questions about every aspect of their life. It is unknown what jacinth dragons prefer to eat. Given their preferred environment, they likely eat very little or gain all the sustenance they need from sunlight and ambient heat.

Ancient Jacinth Dragon

Gargantuan dragon, neutral

Armor Class 21 (natural armor)
Hit Points 351 (19d20 + 152)
Speed 30 ft., burrow 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	26 (+8)	18 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +9, Con +14, Wis +9, Cha +12
Skills History +10, Perception +15, Stealth +9
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, telepathy 120 ft.
Challenge 20 (25,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/day). If the dragon fails a saving throw, it can choose to succeed instead.

Natural Charmer. If the dragon speaks to a creature with an Intelligence of 3 or more for 1 minute, the dragon can force that creature to make a DC 20 Wisdom saving throw or be charmed by the dragon for 24 hours. A charmed creature may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. The creature must be able to understand the dragon for this ability to function.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

1/day each: *command, fear, hold monster*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cone of Sand (Recharge 5-6). The dragon exhales a cloud of burning sand in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, the creature takes 72 (16d8) fire damage and is blinded until the end of their next turn. On a successful save, the creature takes half as much damage and is not blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Burrow. The dragon can burrow up to its burrowing speed.

Tail Attack. The dragon makes a tail attack.

Look Into My Eyes (Costs 2 Actions). The dragon locks eyes with one creature within 30 feet of it that can see it. That creature must succeed on a DC 20 Wisdom saving throw or be panicked by the dragon for 1 minute. A panicked creature may only take the dash action or a bonus action on each of their turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Jade Dragon

Jade dragons are closely related to lung dragons and emerald dragons, with long, sinuous bodies and no wings. Their scales are a variety of green shades. Each dragon has a unique scale pattern and this is the easiest way to tell them apart.

Jade dragons are natural telepaths, but prefer the company of animals to intelligent creatures. It is not uncommon to find that a jade dragon has several pets, or sometimes whole flocks, with carefully designated areas and schedules.

They eat plants and animals found near their lairs. Jade dragons won't eat humans, as they find the taste disgusting.

Magic Adepts. Jade dragons usually fight from a distance, and it is not uncommon for them to employ magic in combat–at the very least, they use the pearl embedded in their brain that enables them to fly much in the same way that a lung dragon does. Jade dragons tend to concentrate on ranged attackers first, using their breath weapons and innate magic to incapacitate as many enemies as possible. Once the dragon has destroyed the ranged and melee attackers it closes in and uses its claws and fangs to finish the spellcasters. Jade dragons are highly resistant to magic and ignore spellcasters until they are the last enemy left. Jade dragons are weak compared to many other dragons and save their physical attacks for enemies that cannot defend against them.

Jade Hoards. The heart of the lair of a jade dragon tends to be a grotto filled with jade sculptures and rare trees. The grotto is the dragon's inner sanctum, and intruders are attacked on sight. Those who do manage to see it, though, will find that these dragons absolutely love the material for which they are named. Persons who know this usually offer rare pieces of jade to the dragon during their interactions, knowing that the dragon will trade information for a rare shade or beautiful sculpture made of jade.

Ancient Jade Dragon

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 30 ft, fly 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	27 (+8)	14 (+2)	20 (+5)	28 (+9)

Saving Throws Dex +10, Con +15, Wis +12, Cha +16
Skills Arcana +9, Insight +12, Perception +19, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities charmed, frightened, grappled
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic, telepathy 120 ft.
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Legendary Resistance (2/day). If the dragon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The dragon can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

1/day each: *animal friendship, hypnotic pattern, tree stride*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sonic Wail (Recharge 5-6). The dragon breathes a high-pitched wail so powerful that it can shatter bone and steel as easily as glass in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 72 (16d8) thunder damage on a failed save, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Flight. The dragon can fly up to its flying speed.

Dispelling Pulse (Costs 2 Actions). The dragon releases a pulse of green energy that disrupts nearby magic. Creatures within 15 feet of the dragon must make a DC 24 Charisma saving throw. On a failed save, the creature's magical items cease to function until the end of the dragon's next turn and the creature must make a Concentration check to maintain its current spells and other magical effects (even if the spell does not usually require concentration) where the DC is equal to 10 plus the number of effects and their total spell level, if any. If the creature fails the Concentration check, all spells and other magical effects created by that creature immediately end. On a successful save, the creature's items function as usual, and they do not need to make a Concentration check. An item only loses its magical properties, and still retains any mundane abilities (a weapon can still damage enemies, armor provides protection, etc).

Moonstone Dragon

Moonstone dragons are otherworldly creatures who seem detached from reality, even if they are encountered on the material plane. When seen in direct moonlight, their scales appear silvery with veins of blue. Moonstone dragons are creatures of the night and dreams, and they flourish in these environments, especially when compared to the daytime world–where they find the sun extremely painful and will shift to the ethereal plane as soon as they see the dawn.

Ethereal Strikes. Moonstone dragons are slow to anger, but merciless when driven to violence. The dragon retreats to the ethereal plane at the first opportunity and stalks its foes, waiting until its enemies try to rest to enter their dreams. Once the dragon is inside its victim's dreams, it turns them into nightmares, robbing the victim of any rest. The dragon follows its enemies for days, or weeks if necessary, slowly wearing them down. Only when the moonstone dragon is positive that its enemies are too exhausted to fight back will it shift into the material plane and attack them physically.

Metaphysical Interests. Moonstone dragons have little interest in talking, observing, or otherwise dealing with mortals, but find their dreams to be utterly fascinating. They will observe the dreams of a mortal for months, or even years sometimes, before losing interest in that particular mortal's dreams and moving on to another. Moonstone dragons do not need to eat or drink physical material to sustain themselves, they can survive by bathing in the light of the moon.

Ancient Moonstone Dragon

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 412 (25d20 + 150)
Speed 40 ft., burrow 30 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	23 (+6)	18 (+4)	22 (+6)	24 (+7)

Saving Throws Dex +9, Con +13, Wis +13, Cha +14
Skills History +11, Perception +20, Stealth +9
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, grappled, stunned
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 30
Languages Common, Draconic, telepathy 120 ft.
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Legendary Resistance (2/day). If the dragon fails a saving throw, it can choose to succeed instead.
Magic Weapons. The dragon's attacks are magical.
Material Plane Weakness. The dragon makes saving throws against spells that inflict cold, fire, or lightning damage with disadvantage.
Creature of the Night. While the dragon is in direct moonlight, it regenerates 10 hit points at the start of each of its turns. The dragon dies only if it starts its turn with 0 hit points and doesn't regenerate. The dragon takes 10 fire damage when it starts its turn in direct sunlight.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

1/day each: *blink*, *dream*, *sleep*

Actions

Multiattack. The dragon can use its Aura of Awe. It then makes two melee attacks, one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.
Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.
Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.
Aura of Awe. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become charmed by the dragon for 1 minute. If the creature fails by 5 or more, the creature is stunned while it is charmed in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Awe for the next 24 hours.
Cloud of Motes (Recharge 5-6). The dragon breathes a cloud of motes in a 90-foot cone. Each creature in that area must make a DC 21 Intelligence saving throw, taking 77 (14d10) psychic damage on a failed save, or half as much on a successful one. Creatures that fail the saving throw have all their magics suppressed. The magical properties of a magic item will not function, and spells cannot be cast by them, until the end of the dragon's next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.
Blink. The next attack against the dragon is made with disadvantage.
Ethereal Shift (Costs 2 Actions). The dragon shifts into the Ethereal Plane and reappears up to 40 feet away in any direction on the Material Plane. The dragon then rolls to recharge its cloud of motes action.

Ancient Obsidian Dragon

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	27 (+8)	30 (+10)	19 (+4)	28 (+9)

Saving Throws
Saving Throws Dex +9, Con +15, Wis +11, Cha +16
Skills Insight +11, Investigation +17, Perception +18, Stealth +9
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic, telepathy 120 ft.
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *creation*, *flame strike*, *geas*, *wall of stone*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 18 (4d8) fire damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 +9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Line of Magma. The dragon exhales a line of magma in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 22 Dexterity saving throw, taking 63 (18d6) fire damage on a failed saving throw, or half as much on a successful one. The magma hardens seconds after it is exposed to the air. Creatures that failed the Dexterity saving throw are stuck in the hardened magma and have their speed reduced to 0 while they are stuck. Creatures stuck in the magma can make a DC 22 Strength saving throw at the end of their turn to escape the magma.

Cone of Obsidian Shards. The dragon exhales razor sharp shards of obsidian in 90-foot cone. Each creature in the area must make a DC 22 Dexterity saving throw, taking 88 (16d10) piercing damage on a failed saving throw, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Ego Spike. The dragon psionically floods a creature's psyche, reminding the creature that it is a dragon, and they are not. The dragon chooses one creature it can see within 30 feet of it. That creature makes its next attack roll or saving throw with disadvantage.

Teleport (Costs 2 actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Adult Obsidian Dragon

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	23 (+6)	26 (+8)	17 (+3)	25 (+7)

Saving Throws Dex +8, Con +12, Wis +9, Cha +13
Skills Insight +9, Investigation +14, Perception +15, Stealth +8
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, telepathy 120 ft.
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *creation*, *flame strike*, *wall of stone*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Line of Magma. The dragon exhales a line of magma in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed saving throw, or half as much on a successful one. The magma hardens seconds after it is exposed to the air. Creatures that failed the Dexterity saving throw are stuck in the hardened magma and have their speed reduced to 0 while they are stuck. Creatures stuck in the magma can make a DC 19 Strength saving throw at the end of their turn to escape the magma.

Cone of Obsidian Shards. The dragon exhales razor sharp shards of obsidian in a 60-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 63 (18d6) piercing damage on a failed saving throw, or half as much on a successful one.

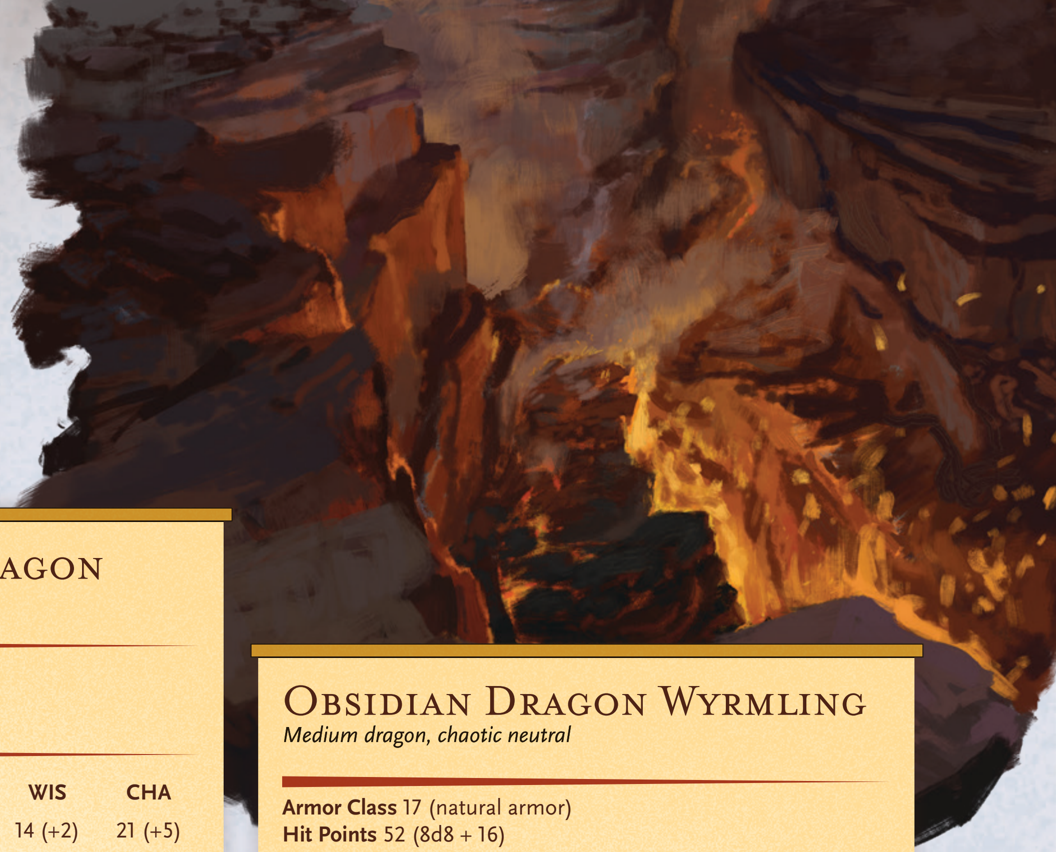
Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Ego Spike. The dragon psionically floods a creature's psyche, reminding the creature that it is a dragon, and they are not. The dragon chooses one creature it can see within 30 feet of it. That creature makes its next attack roll or saving throw with disadvantage.

Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.



Young Obsidian Dragon

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 162 (17d10 + 68)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	23 (+6)	14 (+2)	21 (+5)

Saving Throws Dex +6, Con +8, Wis +6, Cha +9
Skills Insight +6, Investigation +10, Perception +10, Stealth +6
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, telepathy 90 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *flame strike*, *wall of stone*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (2d4) fire damage.
Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.
Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:
Line of Magma. The dragon exhales a line of magma in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed saving throw, or half as much on a successful one. The magma hardens seconds after it is exposed to the air. Creatures that failed the Dexterity saving throw are stuck in the hardened magma and have their speed reduced to 0 while they are stuck. Creatures stuck in the magma can make a DC 17 Strength saving throw at the end of their turn to escape the magma.
Cone of Obsidian Shards. The dragon exhales razor sharp shards of obsidian in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 56 (16d6) piercing damage on a failed saving throw, or half as much on a successful one.

Obsidian Dragon Wyrmling

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Dex +4, Con +4, Wis +3, Cha +5
Skills Insight +3, Investigation +6, Perception +5, Stealth +4
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Common, Draconic, telepathy 60 ft.
Challenge 3 (700 XP)
Proficiency Bonus +2

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following, requiring no components:

1/day each: *wall of stone*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.
Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:
Line of Magma. The dragon exhales a line of magma in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 16 (3d10) fire damage on a failed saving throw, or half as much on a successful one. The magma hardens seconds after it is exposed to the air. Creatures that failed the Dexterity saving throw are stuck in the hardened magma and have their speed reduced to 0 while they are stuck. Creatures stuck in the magma can make a DC 12 Strength saving throw at the end of their turn to escape the magma.
Cone of Obsidian Shards. The dragon exhales razor sharp shards of obsidian in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much on a successful one.

Obsidian Dragon

Obsidian dragons are the most intelligent of the gem dragons, and one of the most intelligent species of dragon to ever exist, but they are also extremely arrogant and vicious. Obsidian dragons like to sadistically play with their opponents, batting them around like large cats and asking the poor souls if anyone will miss them when they're dead.

Polished. An obsidian wyrmling's scales are rough and shades of grey, but the scales do eventually become darker and smoother, gaining these attributes as the dragon continues to grow older and larger. An ancient obsidian dragon's scales actually blend together, making the dragon appear to be covered in a seamless smooth surface that almost resembles a pitch-black skin. Their horns are long and slender, arching back over their necks. Like most dragons, an obsidian dragon's pupils fade as the dragon ages, and ancient obsidian dragon eyes are solid orbs of endless black–forming a reflective surface that resembles a strange mixture of mirror and void. Those who have the opportunity to stand face to face with such a dragon see a perfect likeness of whatever the dragon is looking at, reflected within the dragon's eyes. But those who do have such a chance should beware, as staring into the dragon's eyes for too long will cause the reflection to warp and twist, sometimes even hypnotizing less intelligent creatures.

Strategic. In combat, obsidian dragons make rapid assessments of their foes and create quick battle plans on the spot. If the enemy that an obsidian dragon is fighting appears overwhelming or too powerful for a quick victory, the dragon retreats and ambushes their enemies with minions or when they are sleeping. If the enemy appears weak enough for a short and bloody conflict, the dragon uses melee attacks, saving its breath weapon to finish off weakened foes and trap opponents that turn out to be especially troublesome to it. If the timing is right, an obsidian dragon can conveniently prepare its favorite meal as it finishes a fight; because a favorite food for many obsidian dragons is cooked meat, particularly after it's been set on fire and allowed to burn for a while.

Faithless. Obsidian dragons are the only gem dragons that don't follow the deity Sardior, though he is still their god whether they like it or not. Eons ago, Sardior cast obsidian dragons out of his palace and completely turned his sight from them. For this reason, obsidian dragons hate Sardior and all his followers with an undying fervor. Many of them have made it their life's goal to desecrate his sites, his words, and anything even distantly connected to him. Other gem dragons view obsidian dragons with suspicion, but not with the outright hostility that the obsidians treat them with. Why exactly Sardior decided to banish his obsidian thane and cast out all of the obsidian dragons has been lost to time: no living gem dragon remembers, and Sardior himself has never said. Were Sardior to ever decide to reverse this decision, he theoretically has the power to do so.

An Obsidian Dragon's Lair

Obsidian dragons lair in active volcanoes (whereas emerald dragons lair in dormant ones) and favor the ones with portals to the elemental plane of fire. Obsidian dragons prefer for the environment to help them slaughter their enemies, and magma often helps them to achieve this purpose. The dragon's hoard is well protected within this volcanic lair, often by being placed on an island in the middle of a lava flow or, if the treasure won't be destroyed, immersed somewhere in a stream of the actual lava itself.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point that it can see within 120 feet of it and blasts heat from it. Every creature within 10 feet of that point is vulnerable to fire damage until initiative count 20 on the next round.
- Magma bubbles up beneath one creature that the dragon can see within 90 feet of it. That creature must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) fire damage and is restrained until the end of their next turn. On a successful save, the creature takes half as much damage and is not restrained.
- A cloud of poisoned gas forms at a point that the dragon can see within 90 feet of it. Every creature within 20 feet of that point must make a DC 18 Constitution saving throw, taking 23 (5d8) poison damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a legendary obsidian dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Volcanoes and volcanic features within 10 miles of the dragon's lair constantly belch thick clouds of black smoke.
- Creatures within 10 miles of the lair can hear a faint whispering at night. The whispering is impossible to understand and seems to come from every direction. Creatures with darkvision can hear the whispering but can't see the source.
- Clerics of Sardior within 10 miles of the dragon's lair hear the scriptures of their god read aloud in a mocking tone. No one else can hear this.

If the dragon dies, these effects end immediately.

Pearl Dragon

Pearl dragons live on rocky coastlines near the largest body of salt water they can find. They find the salt air soothing and enjoy the sound of waves far more than music. When they are wyrmlings, pearl dragon scales look like pearls and become more lustrous as they age.

Oceanic. Pearl dragons adore the open water, are particularly strong swimmers, and love to spend hours playing in the ocean and diving for pearls. Because of this, pearl dragon hoards are full of pearls, and thus are much more valuable than other dragon hoards of a similar age. However, their contented attitude completely changes anytime they find their sworn enemies, dragon turtles. Pearl dragons hate dragon turtles and attack them on sight. If the dragon turtle proves too difficult for a single pearl dragon to handle, then several will join forces to drive it off or preferably destroy it. A pearl dragon also maintains several lairs within a day's travel of each other and moves between them as it sees fit. Each lair has enough treasure for the dragon to sleep on and is carefully hidden or guarded by the dragon's allies.

Underwater Combatants. Pearl dragons begin a fight with their breath weapon–a scalding cone of steam–and then quickly move in with claws and teeth. Once the pearl dragon's breath weapon is recharged, it backs off to use it before charging back into the fray. Pearl dragons eat sharks (along with other deep sea predators), they consider lobster a delicacy, and on special occasions they will even hunt and eat a small whale.

Ancient Pearl Dragon

Gargantuan dragon, neutral

Armor Class 21 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	18 (+4)	21 (+5)	25 (+7)

Saving Throws Dex +8, Con +15, Wis +12, Cha +14
Skills Athletic +16, Perception +19, Stealth +8, Survival +12
Damage Immunities cold, fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic, telepathy 120 ft.
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.

Legendary Resistance (2/day). If the dragon fails a saving throw, it can choose to succeed instead.

Suggestive. If the dragon speaks to a creature with an Intelligence of 3 or more for 1 minute, the dragon can force that creature to make a DC 22 Wisdom saving throw. Creatures that fail are susceptible to a *command* or *suggestion* cast by the dragon and have disadvantage on the saving throw against the spell.

Swimming Tactician. If the dragon uses its swim speed, it gains advantage on all attack rolls until the end of its next turn.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

1/day each: *armor of Agathys*, *conjure elemental*, *water breathing*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Line of Steam (Recharge 5-6). The dragon exhales a blistering hot steam in a 120-foot line that is 10-feet wide. Each creature in that area must make a DC 23 Constitution saving throw, taking 63 (18d6) fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Swim. If the dragon is in water, it may swim to an empty space within 50 feet. This move does not provoke opportunity attacks.

Decree (Costs 2 Actions). The dragon casts the *command* spell, targeting up to two creatures, or targets a single creature with the *suggestion* spell (save DC 22).

Sapphire Dragon

Information on sapphire dragons, including description, lair actions, and statistics for an adult sapphire dragon, can be found on D&D Beyond.

Ancient Sapphire Dragon

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 332 (19d20 + 133)
Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	22 (+6)	21 (+5)	24 (+7)

Saving Throws Dex +10, Con +14, Wis +12, Cha +14
Skills History +13, Perception +12, Persuasion +19, Stealth +10
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic, telepathy 120 ft.
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneller. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 10-foot-diameter tunnel in its wake.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *conjure volley, scrying, telekinesis, teleportation circle*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 +8) piercing damage plus 7 (2d6) thunder damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Debilitating Breath (Recharge 5-6). The dragon exhales a pulse of high pitched, nearly inaudible sound in a 30-foot cone. Each creature in the cone must make a DC 22 Constitution saving throw. On a failed save, the creature takes 60 (17d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Telekinetic Fling. The dragon chooses a Small or smaller object that isn't being worn or carried that it can see within 60 feet of it, and it magically hurls the object at a creature it can see within 60 feet of the object. The target must succeed on a DC 21 Dexterity saving throw or take 21 (6d6) bludgeoning damage.

Teleport (costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

Young Sapphire Dragon

Large dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft. burrow 30 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +5, Con +6, Wis +6, Cha +7
Skills Perception +9, Persuasion +7, Stealth +5
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic, telepathy 90 ft.
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Tunneller. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 10-foot-diameter tunnel in its wake.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *scrying, telekinesis*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 +3) piercing damage plus 2 (1d4) thunder damage.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.
Debilitating Breath (Recharge 5-6). The dragon exhales a pulse of high pitched, nearly inaudible sound in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, the creature takes 38 (11d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Sapphire Dragon Wyrmling

Medium dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft. burrow 20 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +3, Wis +4, Cha +5
Skills Perception +6, Stealth +4
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Common, Draconic, telepathy 60 ft.
Challenge 2 (450 XP)
Proficiency Bonus +2

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Tunneller. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 10-foot-diameter tunnel in its wake.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *scrying*

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 +1) piercing damage plus 3 (1d6) thunder damage.
Debilitating Breath (Recharge 5-6). The dragon exhales a pulse of high pitched, nearly inaudible sound in a 15-foot cone. Each creature in the cone must make a DC 12 Constitution saving throw. On a failed save, the creature takes 21 (6d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Topaz Dragon

Topaz dragons are selfish, unfriendly, and their behavior toward others is erratic. Despite all of this, they are not usually malevolent, simply unpleasant. Gem dragons are known to be a reclusive group, but many topaz dragons take this to an incredible extreme. Topaz dragons do not have guests, do not have minions, and certainly do not have friends. Anyone encountered in their lair is, by default, not supposed to be there and is marked as an intruder to be destroyed.

Brazen Fury. Topaz dragons especially hate bronze dragons, and attack them on sight. Some assume that it is the topaz dragon taking preventative measures to avoid a conversation or conflict over territory, but many argue that the solution defies the problem. It may also be because bronze dragons are usually friendly, leading some topaz dragons to be approached under the assumption that they are helpful bronze dragons. While some contest that this alone would not explain such a violent reaction, topaz dragons do tend to take things to the extreme. This theory is supported by the fact that topaz wyrmling's scales are indeed a mix of yellow and orange when they are born, with the yellow becoming more prevalent and the scales becoming smoother as the dragon ages, which resembles the appearance of bronze dragon scales. An ancient topaz dragon's scales, however, are faceted and sparkle in sunlight.

Cantankerous. Topaz dragons are not known for being cooperative, but under most circumstances, a topaz dragon will actually try to avoid the effort that combat requires by demanding that the other party do as the dragon requires. However, if the topaz dragon finds the other party boring or rude it will attack. In an enclosed space, the topaz dragon primarily uses its melee attacks. In an open area, the dragon uses spell attacks and other magical abilities from a distance and only closes to melee options when the opponents are wounded or otherwise vulnerable. Topaz dragons, as a general rule and unlike most dragons, keep a careful eye out throughout the conflict to see whether or not retreating is the best option. If it seems that retreating will soon become the preferred course of action. The dragon saves its breath weapon until it needs to retreat–whether that be because it is wounded, it simply doesn't want to deal with the opposition any more, or if it knows that a larger threat is coming.

Seafood. One of your only options when trying to improve a topaz dragon's disposition towards you is to offer it a grand meal from the ocean's depths. Nobody knows quite why this is the case, but topaz dragons seem to prize seafood and hate the ocean–even though they lair almost exclusively beside it. Topaz dragons

Ancient Topaz Dragon

Gargantuan dragon, neutral

Armor Class 20 (natural armor)
Hit Points 490 (28d20 + 196)
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 70 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	28 (+9)	22 (+6)	26 (+8)

Saving Throws Dex +9, Con +14 Wis +13, Cha +15
Skills Athletics +15, Insight +13, Intimidation +15, Perception +20, Stealth +9
Damage Immunities cold, necrotic
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Common, Draconic, telepathy 120 ft.
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *antilife shell, blight, cone of cold, insect plague*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) necrotic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cone of Dehydration (Recharge 5-6). The dragon breathes a 60-foot cone of energy that drains life and destroys water. Creatures in the cone must make a DC 22 Constitution saving throw, taking 99 (22d8) necrotic damage on a failed saving throw, or half as much on a successful one. Creatures composed of water (like water elementals and water weirds) make this saving throw with disadvantage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Wind Gust. The dragon uses its ability to control the weather to send a blast of wind at its foes. Each creature of the dragon's choice within 30 feet of it must succeed on a DC 24 Strength saving throw or fall prone. Creatures that fail by 10 or more are knocked back 10 feet and fall prone.

Teleport (costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

enjoy eating all types of aquatic life, but giant squid is universally their favorite meal

A Topaz Dragon's Lair

Topaz dragons live in caves along bleak and rocky seacoasts, usually near a portal to the elemental plane of water. The entrance to the caves is below the waterline, but the interior of the cave is kept immaculately dry. Topaz dragon hoards are often packed with books and the mummified remains of extinct creatures. Topaz dragons attack any creature they find in their hoard without hesitation. Near the dragon's lair, there is always a stone shelf where the dragon suns itself, as they tend to lair in frigid climates.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point it can see within 120 feet. Swirling yellow energy desiccates every creature near that point. Each creature within 10 feet of that spot must make a DC 16 Constitution saving throw taking 10 (3d6) necrotic damage on failed save, or half as much damage on a successful one. Plants and plant-based creatures (such as **myconids**) make this saving throw with disadvantage.
- The dragon chooses a point it can see within 30 feet. Every creature within 10 feet of that point must succeed on a DC 15 Constitution saving throw or become cursed until the end of the dragons next turn. Cursed creatures start to feel their life force drain into the dragon when they are attacked. If the dragon attacks a cursed creature with a melee attack, the dragon regains a number of hit points equal to half the damage it deals.
- The dragon chooses one creature that it can see within 50 feet and attempts to drain moisture directly from their body, especially their brain. The targeted creature must succeed on a DC 17 Wisdom saving throw or be poisoned until the end of its next turn.

Regional Effects

The region containing a legendary topaz dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Fresh water pools and ponds within 10 miles of the topaz dragons lair dry out.
- Animals within 1 mile of the topaz dragon's lair are impossible to control without magic.

Adult Topaz Dragon

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 70 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	24 (+7)	20 (+5)	23 (+6)

Saving Throws Dex +7, Con +10, Wis +10, Cha +11
Skills Athletics +11, Insight +10, Intimidation +11, Perception +15, Stealth +7
Damage Immunities cold, necrotic
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, telepathy 120 ft.
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *antilife shell*, *blight*, *insect plague*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cone of Dehydration (Recharge 5-6). The dragon breathes a 60-foot cone of energy that drains life and destroys water. Creatures in the cone must make a DC 18 Constitution saving throw, taking 72 (16d8) necrotic damage on a failed saving throw, or half as much on a successful one. Creatures primarily composed of water (like water elementals and water weirds) make this saving throw with disadvantage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Wind Gust. The dragon uses its ability to control the weather to send a blast of wind at its foes. Each creature of the dragon's choice within 30 feet of it must succeed on a DC 20 Strength saving throw or fall prone. Creatures that fail by 10 or more are knocked back 10 feet and fall prone.

Teleport (costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

- The sun shines brighter on the ground within 10 miles of the dragon's lair. Creatures need twice as much water as normal to avoid the effects of dehydration.

If the dragon dies, these effects fade over 2d6 days.

Incarnum Dragon

Incarnum dragons are much like monks in that they access the life force that echoes throughout the cosmos, amplified in every creature. They are famous for aligning themselves with an extreme goal and striving to complete only that goal. Beautiful shades of purple, these dragons are able to actually survive on immaterial sustenance and prefer to draw out a creature's abilities as part of their diet.

Incarnum Dragon Template

An incarnum dragon uses the **topaz dragon** stats of any age with the following changes.

Chakra Binds. The dragon can instantly attune to an item or end its attunement to an item, and ignores attunement requirements.

Consume (3/day). When the dragon hits with its bite attack, it can cast *dispel magic* on the target as part of the bite. If it does, the dragon can end any effect (such as attunement, rage, concentration, etc.) on the target, not just spells, and the dragon is not required to roll to end the effect. The dragon also gains temporary hit points equal to the damage dealt if an effect is ended this way.

New Action: Incarnum (Recharge 5-6). The dragon's breath weapon deals force damage, does not have the added effect on water, and cannot affect objects. A creature damaged by the breath weapon loses their attunement to a number of items (the dragon's choice) equal to half the dragon's Charisma modifier. If a damaged creature is not attuned to any items, there is a 50% chance that the next time it tries to use a class feature, it fails and the use of the class feature is expended with no effect. This includes Sneak Attack, Spellcasting, Danger Sense, attack rolls modified by a fighting style, etc.

Young Topaz Dragon

Large dragon, neutral

Armor Class 17 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 70 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+2)	17 (+3)	20 (+5)	18 (+4)	19 (+4)

Saving Throws Dex +6, Con +7, Wis +8, Cha +8
Skills Athletics +8, Insight +8, Intimidation +8, Perception +12, Stealth +6
Damage Immunities cold, necrotic
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic, telepathy 90 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *antilife shell*, *blight*

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Cone of Dehydration (Recharge 5-6). The dragon breathes a 30-foot cone of energy that drains life and destroys water. Creatures in the cone must make a DC 16 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed saving throw, or half as much on a successful one. Creatures composed of water (like water elementals and water weirds) make this saving throw with disadvantage.

Topaz Dragon Wyrmling

Medium dragon, neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., burrow 10 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +3, Con +4, Wis +4, Cha +4
Skills Athletics +4, Insight +4, Intimidation +4, Perception +6, Stealth +3
Damage Immunities cold, necrotic
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Common, Draconic, telepathy 60 ft.
Challenge 3 (700 XP)
Proficiency Bonus +2

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *antilife shell*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 +2) piercing damage.

Cone of Dehydration (Recharge 5-6). The dragon breathes a 15-foot cone of energy that drains life and destroys water. Creatures in the cone must make a DC 12 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed saving throw, or half as much on a successful one. Creatures composed of water (like water elementals and water weirds) make this saving throw with disadvantage.

DEAN SPENCER

Lung Dragons

Lung dragons are the dragons native to some foreign lands, and while they may look and behave differently than other dragons, they take a similar role in the stories, ecologies, and hierarchies of these foreign lands. Many lung dragons fill important positions of high social significance in their realms, whether as liaisons to deities, arbiters of justice, protectors and guardians, psychic mediums, rulers and leaders, artistic muses and patrons, or any number of other roles.

Social Structure. Lung dragons follow a system called "the Celestial Bureaucracy." This Celestial Bureaucracy is composed of powerful beings, many of which are wise and formidable lung dragons. When a lung dragon ages, it is assigned a role by its social superiors. This role is chosen by the bureaucracy, not the dragon itself, and dictates every aspect of the dragon for the rest of its life–from its vocation, to its home, to even its physical shape. Lung dragons are most often lawful neutral, pursuing their designated calling above all else and caring for nothing more.

Different. Lung dragons do not follow the conventional quadrupedal winged reptilian description that so many are accustomed to when thinking of dragons. Indeed, every type of lung dragon has a form that may be completely different from the next: some have no legs, some a more mammalian appearance but with feathered wings, and some look very much like a fish or a sea turtle. Most lung dragons, though, do not have wings, and several of them have notable additions of manes, whiskers, beards, and other hair–the li lung even has fur. Lung dragons also do not usually have breath weapons–the t'ien lung and the lung wang are the only ones that do–but they make up for this with different abilities, such as their capacity to read minds, turn invisible, and use various other powers.

Distinctive. Lung dragons that do not possess wings are endowed with a magical pearl that is embedded at the base of their brain which allows them to fly magically, even when in different forms. If this pearl is surgically removed, it loses all of it's magical properties, but is still worth its monetary value; approximately 1,000 gp. Mature lung dragons also have magical hides that resist mundane damage.

Still Very Much Dragons. While the lung dragons have their (sometimes significant) differences from other dragons, all mature lung dragons do have the draconic Frightful Presence, and they can also change shape as many other dragons do. They are also universally revered as powerful beings who are often the worldshakers behind historical events, and while they do not always follow carnivorous diets, lung dragons are always the top of the food chain in their homelands–though, like most dragons, they can eat practically anything.

Yu Lung (Carp Dragon)

Yu lung is the wyrmling stage of every lung dragon, and their purpose is to grow, mature, and prepare themselves to serve the Celestial Bureaucracy. When a yu lung reaches the young stage, the Celestial Bureaucracy transforms the yu lung into a new type of lung dragon based on its personality and the needs of the Celestial Bureaucracy. This transformation happens instantly–a crack of thunder and the yu lung is gone, gifted with a new form and abilities.

Simple Lives. A yu lung has the body of a large carp with the head of a reptile, and usually exhibits a calm and shy disposition. Their scales are blue with grey streaks, and a long wispy beard like that of catfish grows around their mouth. Yu lung do not collect much treasure, because they don't know what they will like in their next stage and don't want to waste their time collecting something that they will despise later. As such, yu lung usually live in small underwater dwellings that are simple by dragon standards, even though human kings would be hard-pressed to match their opulence. Yu lung dragons scavenge most of their food and hunt small fish.

Enduring. Occasionally, a yu lung will befriend a human, forging a friendship that lasts for decades or centuries. These friendships have even been known to last beyond the yu lung's transformation, assuming that the human lives long enough to witness the change. These dragons also dislike combat, and will always flee unless cornered. As soon as fleeing becomes an option again, a yu lung will attempt to escape rather than continue to fight.

Yu Lung (Lung Wyrmling)

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +3, Con +4, Wis +3, Cha +5
Skills Perception +5, Stealth +3
Condition Immunities frightened, grappled
Senses blindsight 10 ft., darkvision 30 ft., passive Perception 15
Languages Celestial, Common, Draconic, Primordial (Aquan)
Challenge 1 (200 XP)
Proficiency Bonus +2

Limited Amphibiousness. The dragon can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Chiang Lung (River Dragon)

A chiang lung is manifested when the Celestial Bureaucracy sees a need for greater essence in the very soul of the Celestial Bureaucracy. Chiang lung are artists, scholars, and paragons of honor, pursuing ideals and conceptual perfections throughout their entire lives.

Mystical. Chiang lung live in massive palaces beneath rivers and in the bottoms of lakes, and any item stolen from them turns into useless junk when the item is taken from the water surrounding the palace. They also spend much of their time among humans disguised as various humanoids. Stories are told of the many young chiang lung dragons that have fallen in love with humans and sometimes even married them and raised families. When this does happen, chiang lung keep their descendants of this marriage close by and foster their growth for generations. Chiang lung dragons have also been known to adopt nearby human settlements, shielding them from danger and guiding their growth as a community. Chiang lung mainly eat gems and the occasional fish or sheep.

Long And Slender. In its regular form, a chiang lung has a long sinuous body with four short limbs and feet with webbed toes. Their head displays a pair of impressive horns and powerful jaws surrounded by a beard

Ancient Chiang Lung

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)
Hit Points 412 (25d20 + 150)
Speed 40 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	22 (+6)	18 (+4)	24 (+7)	28 (+9)

Saving Throws Dex +9, Con +13, Wis +14, Cha +16
Skills History +11, Perception +21, Stealth +9
Damage Resistances bludgeoning, piercing, slashing attacks from nonmagical attacks
Damage Immunities cold
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31
Languages Celestial, Common, Draconic
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead..

Rain Storm. When the dragon is angry the sky itself reacts. At the start of the dragon's first turn in combat a violent storm erupts. Ranged attacks targeting the dragon or a creature within 15-feet of the dragon (or originating from the same area) have disadvantage, as the violent winds and rain make aiming impossible. This effect moves with the dragon. The storm abates when combat ends.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.

Celestial Shockwave (Recharge 5-6). The dragon brings a surge of celestial water into existence and sends waves rushing out in all directions, bowling over foes and causing damage. Every enemy within 30 feet of the dragon must make a DC 21 Strength saving throw. On a failed save, creatures take 77 (14d10) bludgeoning damage and are knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except for any class features or legendary actions of that form

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Flight. The dragon flies to an empty space within 30 feet.

Wind Blast (Costs 2 Actions). Small whirlwinds are hurled from the storm surrounding the dragon into their foes. One creature within 120 feet of the dragon must make a DC 18 Dexterity saving throw. They take 21 (6d6) thunder damage on a failed save and are knocked back 10 feet. They take half damage and are not knocked back on a successful one.

with many colors, while their scales are shades of blue and green with yellow on the underside. A chiang lung dragon usually avoids combat, but will fight ferociously to protect its domains. When they do fight, they often do so in human form–usually employing magic weapons and other impressive items from their hoard.

Cloud Dragon

Cloud dragons, while distant and cold, will nevertheless condescend to flightless creatures enough to express their utter disdain. This is an unfortunate surprise for many who receive it, as the dragon's beautiful scales tend to give the impression that they are benevolent. As wyrmlings, cloud dragons have white scales with red tips. As the dragon grows older, the color spreads and deepens, like the color of a sunset.

A cloud dragon uses the **chiang lung** stats with the following changes.

Alignment. Its alignment is neutral

Visible. The dragon lacks the Invisibility action

New Action: Cloud Form. The dragon can use its action to polymorph into a cloud of mist, or back into its true form. While in cloud form, the dragon retains its size, and it can't take the bite, claw, or tail actions; but it can still cast spells and do other things that are not dependent on the dragon's regular physicality. While in it's cloud form, the dragon is also weightless, has a flying speed of 40 feet, can hover, is immune to the grappled, prone, and restrained conditions, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the cloud can do so without squeezing. The dragon has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, while in this form.

New Action: Nimbus Knockout (Recharge 5-6). The dragon's celestial shockwave brings a "storm surge" into existence instead of a surge of water, sends wind rushing out instead of waves, and deals cold damage instead of bludgeoning damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC = 8 + the dragon's proficiency bonus + the dragon's Charisma modifier). It can innately cast the following spells, requiring no material components:

At will: *fog cloud, gust of wind*

3/day each: *call lightning, cloudkill, control weather, lightning bolt, wind wall*

Li Lung (Earth Dragon)

When the Celestial Bureaucracy feels that too much wickedness is going unpunished, a li lung is manifested to act as an enforcer for justice. These dragons live in warm regions or underground, and are charged with punishing the wicked and rewarding the righteous. Li lung dragons know all the secrets of the earth, and have saved many poor communities by showing them a

hidden gold mine or a secret underground spring with healing or other magical properties. Li lung dragons eat rocks and minerals, and they especially enjoy gold, silver, and platinum.

Unique Lung Dragons. Li lung dragons have the bodies of lions and the heads of humans. Their eyes are golden with cat-like slits and their jaws have short sharp canines. They also have large graceful wings covered in peacock feathers. When a yu lung is first transformed into a li lung, they are covered in forest green scales, but delicate fur sprouts between the scales as the dragon grows. By adulthood, the scales are gone and the li lung is covered in fine dark fur. A li lung's most valued treasures are bygone secrets carefully preserved in massive galleries, ancient medicines, sculptures of forgotten rulers or heroes, and hidden groves of rare trees.

Beings Of Earth. Li lung dragons often lair in massive cave complexes far from civilization. They also dislike the company of others, including lung dragons. If someone intrudes on a li lung dragon in its lair, the li lung will almost certainly create an earthquake to bury the annoyance, while the li lung emerges completely unharmed. This is an odd immunity that every li lung has–the ability to be completely unaffected by all earthquakes and its harmful effects, including debris, regardless of the earthquake's origin. A li lung dragon usually avoids all combat if possible, preferring to hide

Ancient Li Lung

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 30 ft., burrow 50 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	17 (+3)	22 (+6)	25 (+7)

Saving Throws Dex +7, Con +16, Wis +13, Cha +14
Skills History +10, Perception +20, Stealth +7
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities frightened, grappled, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Celestial, Common, Draconic, Primordial (Terran)
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Earth Tread. The dragon treats difficult terrain as normal terrain.
Earthquake. At the start of the dragon's first turn in combat the ground begins to rumble. Creatures on the ground that start their turn within 30 feet of the dragon must make a DC 18 Dexterity saving throw or be knocked prone. The terrain within 60 feet of the dragon is considered difficult terrain. The earthquake subsides when combat ends.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Siege Monster. The dragon deals double damage to structures and objects.
Tunneller. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 18 (4d8) thunder damage.
Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.
Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.
Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
Roar (Recharge 5-6). The dragon roars, a sound like metal scraping against metal. Every creature within 30 feet of the dragon must make a DC 22 Constitution saving throw. They take 63 (14d8) thunder damage on a failed saving throw, or half as much on a successful one.
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except for any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.
Burrow. The dragon burrows to an empty space within 20 feet.
Earth Spikes (Costs 2 Actions). The dragon chooses a point that it can see within 50 feet of it. Every creature within 10 feet of that point must make a DC 18 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed saving throw, or half as much on a successful one.

in their lairs and completely prevent all encounters rather than be faced with confrontation. When pushed to fight, a li lung dragon's first tactic is to trap their enemies with earthquakes.

Lung Wang (Sea Dragon)

When the Celestial Bureaucracy sees that the oceans need more order brought to their depths, a lung wang is manifested. These dragons are relatives of the destructive and aggressive tun mi lung, but while a tun mi lung is the lord of storms and delights in sinking ships, a lung wang is a protector of the creatures and civilizations that live in the ocean. Lung wang dragons are allies of merfolk, and they are quick to come to each other's aid.

Testudine. The body of a lung wang is very similar to that of a dragon turtle, with the exception that lung wang dragons have a black horn that protrudes above each eye. They have large turtle shells which are covered in thick green plates with silver flecks, while their bodies are covered in smaller and lighter green scales with gold flecks. Their jaws are massive and full of long slender fangs while a crest runs from the top of their head down their neck to the shell. Lung wang do not have much of a tail to speak of, only a vestigial one like natural turtles have. They mainly eat seaweed, and sometimes small fish, though they have been known to capsize a ship of villainous pirates and devour both the ship and the crew if they are in the mood.

Ancient Lung Wang

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	25 (+7)	20 (+5)	22 (+6)	27 (+8)

Saving Throws Dex +10, Con +14, Wis +13, Cha +15
Skills Animal Handling +13, Athletics +16, Insight +13, Perception +20, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, fire
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Celestial, Common, Draconic, Primordial (Aquan)
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Scaly Command. The dragon has allies in every underwater civilization and undersea beasts and animals also follow its commands. Any allies within 120 feet of the dragon can add the dragon's proficiency bonus to their saving throws, attack rolls, and damage rolls.
Siege Monster. The dragon deals double damage to structures and objects.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its fin slap.
Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.
Fin Slap. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.
Cone of Steam (Recharge 5-6). The dragon breathes a 60-foot cone of steam. Creatures within the cone must make a DC 22 Constitution saving throw,.taking 66 (12d10) fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage.
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Forefins. The dragon makes a Fin Slap attack.
Swim. The dragon can swim to any empty space within 40 feet.
Icy Sphere (Costs 2 Actions). The dragon chooses a point that it can see within 90 feet of it. A 10-foot-radius sphere of water instantly freezes at that point. Creatures within that sphere must make a DC 22 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much on a successful one.

Restless. Lung wang dragons don't maintain lairs, they travel with their courtiers through the oceans, though they tend to linger in temperate and warm waters. Any treasure that the dragon collects that the lung wang wishes to keep is hidden in a secret cache on the ocean floor. These caches are well guarded, and the lung wang treats any theft as a deeply personal insult.

Pan Lung (Coiled Dragon)

When the Celestial bureaucracy sees that too many sacred sites are being defiled, a pan lung dragon is manifested as a protector. Pan lung are the guardians of the temples and crypts of famous heroes, and pass this duty onto their children, ensuring a shrine's protection for thousands of years. They take their duties very seriously, because for them, they are guarding the heart and soul of the Celestial Bureaucracy.

Long Game. Pan lungs are long and thin, with their bodies coiling in on itself sinuously. As the pan lung ages, their scales change from gray to vibrant shades of green, orange, and red. A mane that changes color to match the scales surrounds its head and dark green whiskers hang from its snout. They don't rush into a fight and prefer to size up their opponents carefully first. Pan lung dragons who have the ability to do so

Ancient Pan Lung

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 40 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	23 (+6)	21 (+5)	24 (+7)	26 (+8)

Saving Throws Dex +11, Con +12, Wis +13, Cha +14
Skills History +11, Insight +13, Medicine +13, Perception +19, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, psychic
Condition Immunities charmed, frightened, incapacitated, stunned, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Celestial, Common, Draconic
Challenge 20 (25,000 XP)
Proficiency Bonus +6

Amphibious. The dragon can breathe air and water.

Ancestor's Blessing. Pan lungs take their duties very seriously, passing the protection of a temple to their descendants for dozens of generations. The spirits of the pan lungs that die in the temple remain and warn the next generation of danger. Enemies attacking with a melee attack cannot attack with advantage as long as they and the dragon are inside the guarded temple or tomb.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Water Fire. As long as any part of the dragon is touching water, it is surrounded by a coruscating aura of flame. When a creature starts its turn within 20 feet of the dragon or enters that area for the first time on its turn while the dragon is surrounded by this aura of flame, that creature must succeed on a DC 19 Dexterity saving throw or take 21 (6d6) fire damage.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.

Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Fly. The dragon may fly to an empty space within 50 feet.

Fire Surge (Costs 2 Actions). The dragon expels a wave of flame. Every creature within 30 feet of the dragon must make a DC 16 Dexterity saving throw. Creatures take 14 (4d6) fire damage on a failed save, or half as much on a successful one. If the dragon's water fire ability is active the damage increases to 21 (6d6) fire damage.

(whether through magic items, spells, or otherwise) will often create an illusion or some other kind of distraction and watch carefully to see how their opponent fights. Once it feels that it knows what to expect, the dragon fights ferociously and to the death. Pan lungs are able to magically fly using a red magic pearl which is embedded at the base of their brain.

Cavern Dwellers. Pan lung dragons lair in expansive cave complexes under the site that they protect, or else in warm climates. They prefer fruits and vegetables, and often have impressive gardens, though servants almost always do all the heavy labor. If they live in caves, the caves have large libraries and art galleries detailing the history of the site that the pan lung is assigned to protect. Many of the pieces will be written by the pan lung themselves, and detail their ancestors' past and current contributions.

Shen Lung (Spirit Dragon)

When the Celestial Bureaucracy finds that the noble chiang lung or other creatures need protection, a shen lung is manifest. Shen lung are the bodyguards and courtiers of lung dragons. They are assigned by the Celestial Bureaucracy to aid and protect other lung dragons, usually chiang lung and t'ien lung. Shen lung are incredibly modest for dragons, putting the needs of their consorts first and willingly dying to protect them. They usually live in small mansions that they personally maintain near the palaces of their consorts.

Communal. Shen lung are fascinated by humans and often have a summer home in a nearby settlement where they can take human form and live amongst their

Ancient Shen Lung

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)
Hit Points 346 (21d20 + 126)
Speed 40 ft., fly 100 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	23 (+6)	18 (+4)	21 (+5)	24 (+7)

Saving Throws Dex +7, Con +12, Wis +11, Cha +13
Skills Athletics +15, Insight +11, Perception +17, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, incapacitated, prone, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Celestial, Common, Draconic
Challenge 21 (33,000 XP)
Proficiency Bonus +6

Absorb Damage. When an ally within 30 feet is damaged, the dragon may use its reaction to magically reduce the damage by 11 (2d10), which the dragon then takes itself.
Alert. The dragon has +5 to initiative checks and cannot be surprised.
Amphibious. The dragon can breathe air and water.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Water Fire. As long as any part of the dragon is touching water, it is surrounded by a coruscating aura of flame. When a creature starts its turn within 20 feet of the dragon or enters that area for the first time on its turn while the dragon is surrounded by this aura of flame, that creature must succeed on a DC 20 Dexterity saving throw or take 28 (8d6) fire damage.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.
Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.
Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) piercing or bludgeoning damage (the dragon chooses).
Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.
Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.
Teleport Switch. The dragon and a willing creature within 90 feet switch places. This does not provoke opportunity attacks.
Fly. The dragon flies to an empty space within 50 feet.

favorite creatures. Humans are also drawn to shen lung, and spontaneous shrines often appear outside the home dedicated to benevolent spirits. The humans in the community treat the shen lung as a favorite neighbor or friend and an integral pillar of the community. Shen lungs prefer their human home but are rarely there, as they spend most of their time in the palace of their consorts.

Agile. Shen lung are slender with tall fins that run down their back to a spiked tail, and their scales run in long stripes of red, orange, blue, or green that brighten as the dragon ages. Shen lung eyes are bright and notice everything, with a short but sharp horn above each eye that arches backwards. Shen lung eat rare gems and the occasional fish and rodent. They fly by tapping into the power of a yellow magic pearl embedded in their brain. When confronted, a shen dragon prefers to try talking things out before fighting, unless the enemy is openly violent. Once they enter combat as a protector, it is a sight to behold, as it is essentially the dragon's entire life purpose. The dragon employs impressive magics that allow the dragon to act with supernatural speed, absorb attacks intended for others, teleport, and more, in addition to its powerful attacks.

T'ien Lung (Celestial Dragon)

When the Celestial Bureaucracy has too many openings in the high positions of their noble ranks, a t'ien lung is manifested. T'ien lung are favored by the

Ancient T'ien Lung

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 525 (30d20 + 210)
Speed 40 ft., fly 120 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	19 (+4)	21 (+5)	24 (+6)

Saving Throws Dex +7, Con +14, Wis +12, Cha +13
Skills History +11, Perception +19, Religion +11, Stealth +7
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities fire, radiant
Condition Immunities charmed, frightened, prone, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Celestial, Common, Draconic, Primordial (Auran)
Challenge 24 (62,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Lordly Presence. T'ien Lung are the authority of the Celestial Bureaucracy. Attacking draws the ire of the gods. A creature that damages a t'ien lung must succeed on a DC 19 Wisdom saving throw or take radiant damage equal to the dragon's Charisma modifier and have disadvantage on their next attack roll or saving throw.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.
Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.
Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.
Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
Cone of Fire (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 82 (15d10) damage on a failed save, or half as much on a successful one.
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.
Fly. The dragon may fly to an empty space within 60 feet.
Aura of Majesty (Costs 2 Actions). The dragon locks eyes with a creature within 30 feet. That creature must make a DC 15 Constitution saving throw or fall unconscious until the end of its next turn.

Celestial Bureaucracy, and the rulers of dragonkind. What's more, they know it, and a t'ien lung expects to be obeyed–especially by other dragons. Luckily, t'ien lungs are usually noble and honorable, though they can be rigid and unmerciful at times. This has led to a rivalry of sorts between them and their more wicked kin, the tun mi lung, who pursue wanton violence simply for violence's sake. When they do, t'ien lung are sent by the Celestial Bureaucracy to reign in their rebellious cousins. T'ien lung do not look forward to violence but are quick to avenge insults.

Presence. T'ien lungs have a long body that coils around itself. Its scales are a mix of gold, orange, and green, forming intricate patterns that glint in the sun. A brilliantly colored mane surrounds the dragon's head, and matching whiskers grow from its snout. A golden beard dangles from their chin. T'ien lung dragons smell like cherry blossoms and also love to eat opals and pearls, looking kindly upon anyone who brings them these delicacies.

High And Mighty. T'ien lungs lair in massive castles that rest on mountaintops or in magical clouds, which clouds they can move with an act of will. The castles are well appointed and comfortable, but formidable all the same. When a t'ien lung is about to enter battle, it will try to dissuade its enemies away with blasts of fire–but if this warning is ignored, then the dragon attacks

Ancient Tun Mi Lung

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	22 (+6)	25 (+7)	23 (+6)

Saving Throws Dex +7, Con +15, Wis +14, Cha +13
Skills Intimidation +13, Perception +21, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing attack from nonmagical attacks
Damage Immunities cold, lightning
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31
Languages Celestial, Common, Draconic, Primordial (Aquan)
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Amphibious. The dragon breathes air and water.

Blood Frenzy. The dragon has advantage on melee attack rolls against any creature that doesn't have all its hit points. If the dragon is missing 200 or more of its hit points, it also deals an extra 5 damage of the attack's damage type when it hits with a melee attack.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Invisibility. The dragon and anything it is wearing or carrying, including creatures, magically fade from view and become invisible for 1 hour. Anything that leaves the dragon's possession becomes visible again as soon as it leaves the dragon's possession. A creature and its possessions that are invisible in this way become visible if it attacks or casts a spell.

Read Thoughts. The dragon magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Summon Lightning (Recharge 5-6). The dragon summons three bolts of lightning to blast its foes. The dragon chooses three points that it can see within 120 feet of it. Every creature within 10 feet of any of those points must make a DC 22 Dexterity saving throw for each point that they are within range of. The creatures take 31 (7d8) lightning damage on a failed save and half as much on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form. Although tun mi lungs possess this ability, they rarely use it. To polymorph into a lesser being is ludicrous to the arrogant dragons.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of turns.

Tail Attack. The dragon makes a tail attack.

Swim. The dragon swims to any empty space within 30 feet.

Hurricane (Costs 2 Actions). The dragon summons howling winds that damage its foes and drive them back. Every creature within 30 feet of the dragon must make a DC 20 Strength saving throw. They take 28 (8d6) thunder damage and are knocked back 10 feet on a failed saving throw. They take half as much damage and are not knocked back on a successful one.

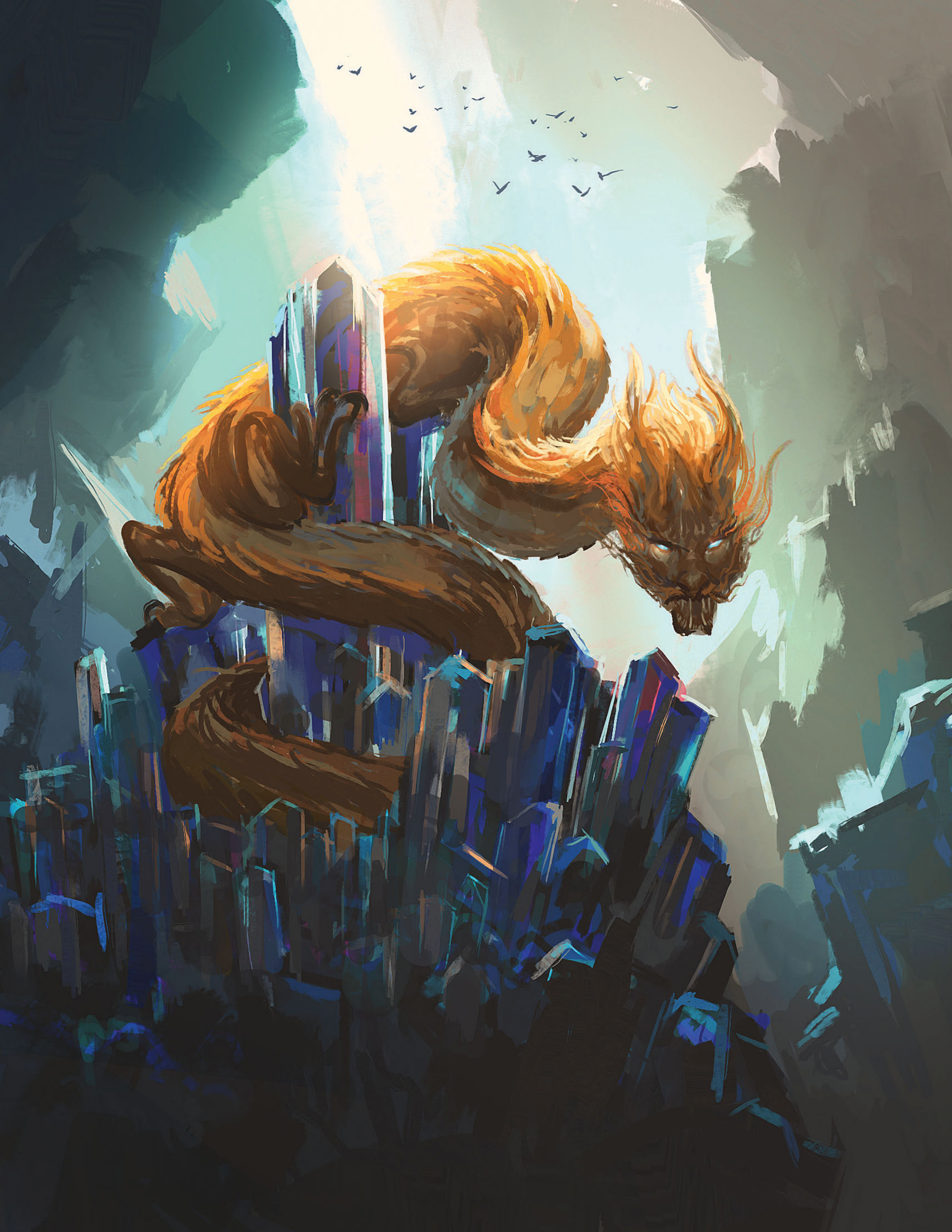
in full strength. When not being used to frighten away the more timid creatures, the fire from a t'ien lung is deadly, and is used often against those who oppose the dragon. These dragons also fly with a yellow pearl, which is located at the base of their brain like so many other lung dragons.

Tun Mi Lung (Typhoon Dragon)

When the Celestial Bureaucracy senses an imbalance in favor of order, a tun mi lung is manifested. Tun mi lung dragons are wild and unpredictable. They revel in destruction and seeing one is considered an omen of disaster by seafaring people. Tun mi lungs are tasked by the Celestial Bureaucracy with unleashing typhoons–and to say that they love their work is a gross understatement. Tun mi lungs are only supposed to unleash their power when ordered to do so by the Celestial Bureaucracy, but often do so whenever they want. Without the t'ien lung to stop them, the tun mi lung would gladly drown the entire world.

Powerful Creatures. Tun mi lung have thick dark blue and black scales and long sinuous bodies. Their maw resembles a shark's mouth taken to the extreme, filled with row upon row of jagged barbed teeth. Tun mi lung's eyes are dark, beady, and set deep into their skulls, protecting them from attack. Tun mi lung are also solitary and incredibly violent. Even agents of the Celestial Bureaucracy and t'ien lung dragons must tread carefully around tun mi lungs. The slightest insult or aggressive action, real or perceived, can lead to an explosion of violence.

Predators. Tun mi lung lairs are massive palaces deep in the ocean. The palaces are lavishly appointed, but almost always empty. Tun mi lung are voracious hunters and the first sign that you have wandered too close to a tun mi lung's lair is the lack of living creatures. Tun mi lungs consider any creature near their lair a threat and prey. Luckily for those creatures, these dragons are rarely in their lairs, preferring instead to hunt and sink ships. When not underwater, a tun mi lung dragon is able to magically fly using a blue magic pearl embedded in their brain.



Metallic Dragons

The *Monster Manual* describes the history, culture, and personalities of metallic dragons in general.

Adamantine Dragon

Haughty and imperious, adamantine dragons typically seek authority over lesser creatures, regardless of any ethical or moral matters. As long as their underlings offer them loyalty, tributes, and respect, they're content. In exchange, they ensure that their servitors are safe and secure. For a struggling community, whether an orc war band or a dwarven stronghold, that can be a compelling bargain.

Inexperienced adventurers can perhaps be forgiven for mistaking an adamantine dragon for a black dragon based on the comparable darkness of their scales, but that's where the similarities end. The blade-like scales of an adamantine dragon have a noticeably metallic finish, and ruffle like feathers when it's provoked or hunting. A row of spines runs from the back of its head to its tail, and its snout is blunt, rather like that of a snapping turtle. Up close, they smell of oily metal, like a well-maintained suit of armor.

Servile Rivals. They are extremely tactically minded and tend to gather creatures around themselves that they can put to good use. This may mean traditional enemies end up putting their differences aside in the name of fealty to their draconic ruler. That said, adamantine dragons usually don't ask much of most of their subjects other than the acknowledgment of their authority.

Picky Eaters. Adamantine dragons don't hunt sentient prey, a fact that baffles and even angers many other types of dragon. They also favor smaller prey in great quantities rather than larger creatures–giant spiders and insects, typically, but any beast large enough to notice is usually large enough for a snack. Adamantines prefer to hunt and fight from the ground, swooping in to catch an animal by surprise and grant it a quick and painless death.

An Adamantine Dragon's Lair

Adamantine dragons can lair anywhere, but usually make their homes in vast subterranean caverns when they can. For reasons of pragmatism, though, they can often be found near other communities of underground-dwellers of all kinds, from drow to kobolds. In these cases, their lairs are well-staffed by guards and can be quite busy. An adventurer skulking into an adamantine dragon's lair may be surprised to find the creature in deep discussion with their quartermaster over how best to distribute food and supplies, or examining a ledger of accounts with their exchequer.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses one allied non-dragon creature in the combat. The creature's challenge rating can't exceed the dragon's Charisma modifier. Another creature of that same type enters the combat. After taking this lair action, the dragon can't take it again until one of its non-dragon allies in the combat is defeated or flees.
- The dragon chooses a creature within 60 feet of it. That creature triggers a previously unseen trap that drops rocks on them, turning the space the creature occupies into difficult terrain and forcing the creature to make a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage.
- The dragon chooses one allied creature in combat. That creature can immediately make one spell or weapon attack.

Regional Effects

The region containing a legendary adamantine dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures have disadvantage on Wisdom checks to oppose Charisma (Intimidation) checks while within 6 miles of the dragon's lair.
- Adamantine objects within 6 miles of the dragon's lair feel warm to the touch.
- The skies within 6 miles of the dragon's lair are often split by booming thunder, even on a cloudless day.

If the dragon dies, these effects end immediately.

Ferrous Dragons

There are some metallic dragons that differ, sometimes drastically, from their more standard metallic counterparts. These differences can range from non-elemental breath weapons, to thoroughly evil dispositions, to a simply a smaller size and weight. There doesn't seem to be any consistency between the standard metallic dragon and what the scholars call "ferrous" dragons, except that the "ferrous" dragons are usually more devoted to their leader–the quasi-diety Gruaghlothor–than they are to Bahamut. Some of the following dragons (the adamantine, electrum, mercury, mithral, orium and steel) are widely considered standard metallics (even if they may differ slightly in size, alignment, or other aspects) while the others (the chromium, cobalt, iron, nickel, and tungsten) are widely considered ferrous.

Ancient Adamantine Dragon

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	20 (+5)	16 (+3)	21 (+5)

Saving Throws Dex +7, Con +16, Wis +10, Cha +12
Skills Athletics +17, Insight +10, Intimidation +12, Perception +17
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Painful Resonance. As a bonus action, the dragon can choose one creature within 60 feet of it. That creature must succeed on a DC 24 Constitution saving throw or become deafened for 1 minute. If the dragon targets a deafened creature, on a failed save, the creature instead becomes stunned until the end of its next turn.
Tireless. The dragon has advantage on Constitution checks and Constitution saving throws.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.
Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage, or 24 (4d6 + 10) damage if the target is a construct or structure.
Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Thunder Breath (Recharge 5-6). The dragon lets loose a thunderous roar in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, the creature takes 44 (8d10) thunder damage, plus 44 (8d10) force damage, is pushed 45 feet straight back, and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone.
Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Adamantine Scales. When the dragon takes damage, it can gain resistance to all damage, including the triggering damage, except necrotic or psychic damage until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Adamantine Dragon

Huge dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +7, Con +13, Wis +8, Cha +11
Skills Athletics +14, Insight +8, Intimidation +11, Perception +14, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tireless. The dragon has advantage on Constitution checks and Constitution saving throws.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, or 20 damage if the target is a construct or structure.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon lets loose a thunderous roar in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature takes 33 (6d10) thunder damage plus 33 (6d10) force damage, is pushed 30 feet straight back, and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone.

Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Adamantine Scales. When the dragon takes damage, it can gain resistance to all damage, including the triggering damage, except necrotic or psychic damage until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adamantine Dragon

Large dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +6, Cha +9
Skills Athletics +10, Insight +6, Intimidation +9, Perception +10, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Tireless. The dragon has advantage on Constitution checks and Constitution saving throws.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 18 damage if the target is a construct or structure.

Thunder Breath (Recharge 5-6). The dragon lets loose a thunderous roar in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 22 (4d10) thunder damage plus 22 (4d10) force damage, is pushed 15 feet straight back, and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone.

Reactions

Adamantine Scales. When the dragon takes damage, it can gain resistance to all damage, including the triggering damage, except necrotic or psychic damage until the end of its next turn.

Adamantine Dragon Wyrmling

Medium dragon, lawful neutral

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +2, Con +5, Wis +2, Cha +5
Skills Athletics +6, Insight +2, Perception +4, Stealth +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Tireless. The dragon has advantage on Constitution checks and Constitution saving throws.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Thunder Breath (Recharge 5-6). The dragon lets loose a thunderous roar in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

Chromium Dragon

Cruel and merciless, chromium dragons take pleasure in inflicting pain. They dwell in cold climates, putting them in constant conflict with their silver and white cousins. When it comes to greed, only red dragons can match the chromium's bottomless avarice. In short, they're among the most unpleasant and evil of dragonkind.

The chromium dragon's scales are an almost mirror-like chrome, even on its head and face. Wickedly curved dorsal spines run down its back like the teeth of a saw, and its broad, sleek wings are tipped with spear-like barbs. The result is a creature that looks more like a machine than a dragon. More than one unfortunate adventurer in search of a silver dragon ally has fallen prey to a chromium dragon by mistake.

Built for Survival. Chromium dragons prefer meat but can survive on nearly anything, even ice and snow. This puts them at a significant advantage over other predators in their territory. They're also adept swimmers and can go long periods without breathing, making them deadly aquatic hunters as well.

Cold-Hearted. Chromium dragons favor snow-capped mountains, but sometimes settle at lower elevations if the climate suits them. When they can't find a suitable cavern complex, they dig their own. As part of their general cruelty, they build painful traps into their lairs that are more likely to wound and disable than kill. The screams of their victims are their dinner bell.

Sadistic Brutality. For maximum cruelty, in combat the chromium uses its breath weapon to freeze its opponents in place, then executes its helpless victims one by one. They've also been known to let a victim go, only to turn them into solid crystal as soon as their back is turned. Keep this in mind if you every find a crystalline statue in the mouth of a mountain cave.

Adult Chromium Dragon

Huge dragon, lawful evil

Armor Class 18
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +11, Wis +9, Cha +10
Skills Athletics +13, Deception +10, Intimidation +14, Perception +13, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 16 (15,000 XP)
Proficiency Bonus +5

Hold Breath. The dragon can hold its breath for a number of hours equal to its Constitution modifier.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Freezing Breath. The dragon exhales a bitter cold that freezes the air in a 60-foot line. Each creature in that line must succeed on a DC 18 Strength saving throw or become frozen in ice. A creature frozen in ice is restrained (escape DC 18) for 1 minute.

Ice Breath. The dragon exhales ice crystals in a 60-foot line. Each creature in that area must make a DC 18 Dexterity saving throw, taking 28 (8d6) cold damage and 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails its save by 5 or more also has its speed reduced by 10 until the end of its next turn.

Crystallize (Recharges after a Short or Long Rest). Each creature of the dragon's choice it can see within 60 feet of it must make a DC 18 Constitution saving throw. On a failed save, the creature begins to turn to crystal and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified, transformed into solid crystal. The effect ends after 24 hours, or until removed by a greater restoration spell or other magic of equivalent or greater power.

Reactions

Cold Snap (Recharges after a Short or Long Rest). The temperature around the dragon drops precipitously, covering everything within 10 feet of it in a thick rime of ice. A creature that starts its turn within the affected area takes 10 (3d6) cold damage and must succeed on a DC 18 Strength saving throw or become restrained by the ice (escape DC 18). The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Frost Wall (Costs 2 Actions). The dragon raises an icy barrier around itself and gains 30 temporary hit points. While it has these temporary hit points, its speed is 0, and it has three-quarters cover.

Cobalt Dragon

Some academics believe that an ancient cobalt dragon, in an age long past, created the kobolds. The fact that cobalt dragons frequently associate with and rule over kobolds in deep, tangled jungles is certainly true, but whether or not this is supporting evidence for the theory is a matter of debate. However, several of the cobalt dragon's physical features do superficially resemble that of a kobold–the sneering lip, the whip-like tail, the long canine teeth, the swept-back horns protruding from the head–and the two share a devious predilection for traps, so the debate goes on.

In stark contrast to the dull tones typical of kobolds, the cobalt dragon has lustrous, midnight-blue scales. Cobalt dragons also have an oddly strong magnetic field, giving them a distinctive breath weapon and the power to manipulate magnetic forces in the immediate vicinity.

Cunning Traps. While not sleeping, cobalt dragons spend most of their time either hunting or setting traps in and around their lair. The deadliness and cleverness of a trap is a point of pride for a cobalt, and if they weren't such mean-spirited, solitary creatures, they might even show them off to one another. When possible, they prefer to lure their enemies through their traps rather than facing them head-on, although they make liberal use of their breath weapon to attack at range when forced to. Would-be dragonslayers are often quite worse for wear before even facing their scaly foe.

Nasty Neighbors. Cobalt dragons typically choose subterranean jungle caverns for their actual lairs–and the more convoluted, the better. This habitat can sometimes bring them into conflict with their larger green relatives, and the result is always vicious. Other ferrous dragons know well enough to avoid cobalt dragons entirely.

Draconic Overlords. Cobalt dragons attempt to dominate nearly every creature they encounter, but kobolds are their most common servitors. These underlings work tirelessly to create ingenious traps to meet their worshipful ruler's high standards. When two cobalt dragons have a territorial dispute, they often settle the matter by sending their kobold armies against one another.

Adult Cobalt Dragon

Large dragon, lawful evil

Armor Class 18
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Athletics +11, Intimidation +13, Perception +12, Stealth +6
Damage Immunities force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 14 (11,500)
Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.

Forest Feet. The dragon ignores difficult terrain created by plants.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Trapmaker. The dragon is proficient with thieves' tools and adds twice its proficiency bonus when making an ability check that uses them.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Magnetic Force Breath (Recharge 5-6). The dragon exhales pulsating magnetic energy in a 60-foot line. Each creature within 5 feet of that line must make a DC 18 Strength saving throw. On a failed save, the creature takes 55 (10d10) force damage and falls prone. On a successful save, the creature takes half as much damage and isn't knocked prone. A creature made of metal or wearing metal armor has disadvantage on this saving throw.

Reactions

Defensive Magnetism (Recovers after a Short or Long Rest). All metal objects within 5 feet of the dragon become magnetically attached to its scales. As an action, a creature can pull one object free with a successful DC 18 Strength (Athletics) check. If the object is a weapon, it cannot be used until it is freed. If the object is armor worn by a creature, the creature is restrained until its armor is freed. If the dragon moves, all objects attached to it move with it. The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Magnetic Pulse (Costs 2 Actions). The dragon emanates a powerful wave of magnetic energy that either attracts or repels metal, the dragon chooses when it takes the action. Creatures within 30 feet of the dragon have disadvantage on attack rolls made with weapons at least partially composed of metal, and creatures made of metal or wearing metal armor must succeed on a DC 18 Strength saving throw or be pulled toward (if attracting metal) or pushed away from (if repelling metal) the dragon 30 feet in a direct line.

Ancient Electrum Dragon

Gargantuan dragon, neutral good

Armor Class 21 (natural armor)
Hit Points 425 (23d20 + 184)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	22 (+6)	18 (+4)	19 (+4)

Saving Throws Dex +9, Con +15, Wis +11, Cha +11
Skills Arcana +13, History +13, Insight +11, Perception +18, Stealth +16
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.
Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.
Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons:

Enfeebling Breath. The dragon exhales enfeebling gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or become enfeebled for 1 minute. The creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. An enfeebled creature deals half damage with melee attacks, has disadvantage on concentration checks, and can move no more than half its speed on its turn.
Perplexing Breath. The dragon exhales overwhelming magical energy in a 90-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw. On a failed save, the creature takes 88 (16d10) psychic damage and becomes perplexed until the end of its next turn. On a successful save, the creature takes half as much damage and is not perplexed. A perplexed creature can either move or take an action on its turn, not both, and cannot take bonus actions or use reactions.

Reactions

Defensive Telekinesis. When a creature ends its turn within 30 feet of it, the dragon can use its reaction to force the creature to succeed on a DC 19 Strength saving throw or be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Dispel Magic (Counts as 2 Actions). The dragon casts *dispel magic* at 5th level, using Charisma as its spellcasting ability.

Electrum Dragon

Peaceful and philosophical, electrum dragons fly in the face of the popular conception of dragonkind. In place of their cousins' aggressive territoriality, they welcome visitors to their homes–peaceful ones, at least. Of course, there are those who assume that the electrum dragon's contemplative nature and open-door policy mark it as naive or weak. These misguided creatures quickly learn the error of their ways from a surprisingly deadly teacher.

As wyrmlings, electrum dragons have green scales the color of oxidized copper. Over time, the green fades to flaxen-streaked silver, which in turn gives way to a bright, metallic yellow in their old age. Starting around adulthood, a long frill grows from the dragon's chin, looking like nothing so much as a professorial beard. Though electrum dragons walk and fly in a manner similar to any other dragon, at rest they frequently prefer to sit upright on their haunches, leaving their long forelimbs free to page through a book, polish their valuables, or even strum a harp. Some even take to wearing spectacles.

Refined Tastes. Electrum dragons have a fine appreciation for works of art and other objects of beauty, but mere coins are of little interest unless they have some academic or historical significance. Likewise, they enjoy the presence of other sentient beings willing to engage them in discussion or debate about weighty philosophical matters, or exchange stories old and new. The surest way to an electrum dragon's heart is through culture (or, failing that, its ribs).

Sociable Hermits. In many ways, the interests of electrum dragons are at odds with their typical lifestyle. They enjoy conversation with intelligent humanoids, but make their homes so far away from civilization that only the hardiest adventurers can reach them in the first place, a fact which drastically narrows the range of scholars and philosophers they have the opportunity to meet. Moreover, on average they mate only once per century, and spend little time with their chosen partner–time typically spent in intellectual pursuits. They always leave their eggs completely untended.

Adult Electrum Dragon

Huge dragon, neutral good

Armor Class 19 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +13, Wis +9, Cha +9
Skills Arcana +11, History +11, Insight +9, Perception +15, Stealth +14
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons:

Enfeebling Breath. The dragon exhales a cloud of enfeebling gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or become enfeebled for 1 minute. The creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. An enfeebled creature deals half damage with melee attacks, has disadvantage on concentration checks, and can move no more than half its speed on its turn.

Perplexing Breath. The dragon exhales overwhelming magical energy in a 60-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw. On a failed save, the creature takes 66 (12d10) psychic damage and becomes perplexed until the end of its next turn. On a successful save, the creature takes half as much damage and is not perplexed. A perplexed creature can either move or take an action on its turn, not both, and cannot take bonus actions or use reactions.

Reactions

Defensive Telekinesis. When a creature ends its turn within 30 feet of it, the dragon can use its reaction to force the creature to succeed on a DC 17 Strength saving throw or be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Dispel Magic (Counts as 2 Actions). The dragon casts *dispel magic* at 3rd level, using Charisma as its spellcasting ability.

An Electrum Dragon's Lair

Electrum dragons lair in remote, hard-to-reach places, preferably a mountaintop ruin where they can avoid drawing unwanted attention. There, they contemplate the meaning of life and reflect on the rise and fall of empires and cultures, and occasionally entertain a visitor. They rule over no subjects and keep no servants. Most travelers don't even see them up there–they remain so still that, at a distance, they can be mistaken for a colorful outcropping of rock, or perhaps a weathered statue from a bygone era.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Haunting, ethereal music wafts through the lair, fogging the minds of those who hear it. The dragon chooses a point it can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 18 Wisdom saving throw or is affected as if by a confusion spell until the end of its next turn.
- The dragon chooses one of its treasures it can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 18 Wisdom saving throw or become fascinated by the treasure for 1 minute. While fascinated, the creature is incapacitated and has a speed of 0. The creature can repeat the saving throw

Young Electrum Dragon

Large dragon, neutral good

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +5 Cha +6
Skills Arcana +7, History +7, Perception +9, Stealth +10
Damage Immunities psychic
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons:

Enfeebling Breath. The dragon exhales a cloud of enfeebling gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or become enfeebled for 1 minute. The creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. An enfeebled creature deals half damage with melee attacks, has disadvantage on concentration checks, and can move no more than half its speed on its turn.

Perplexing Breath. The dragon exhales overwhelming magical energy in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 55 (10d10) psychic damage and becomes perplexed until the end of its next turn. On a successful save, the creature takes half as much damage and is not perplexed. A perplexed creature can either move or take an action on its turn, not both, and cannot take bonus actions or use reactions.

Electrum Dragon Wyrmling

Medium dragon, neutral good

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Perception +4, Stealth +5
Damage immunities psychic
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Enfeebling Breath (Recharge 5-6). The dragon exhales a cloud of enfeebling gas in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or become enfeebled for 1 minute. The creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. An enfeebled creature deals half damage with melee attacks, has disadvantage on concentration checks, and can move no more than half its speed on its turn.

Perplexing Breath. The dragon exhales overwhelming magical energy in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, the creature takes 14 (4d6) psychic damage and becomes perplexed until the end of its next turn. On a successful save, the creature takes half as much damage and is not perplexed. A perplexed creature can either move or take an action on its turn, not both, and cannot take bonus actions or use reactions.

at the end of each of its turns, ending the effect on itself on a success. The effect also ends immediately if the creature takes damage.

- The dragon chooses a point it can see within 120 feet of it, and sharp stone spikes burst from the ground around that point. Each creature within 5 feet of that point must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) piercing damage and has its speed reduced to 0 until the end of its next turn. On a successful save, the creature takes no damage and must move away from the chosen point to an unoccupied space within 5 feet. If it can't, it fails its saving throw instead.

Regional Effects

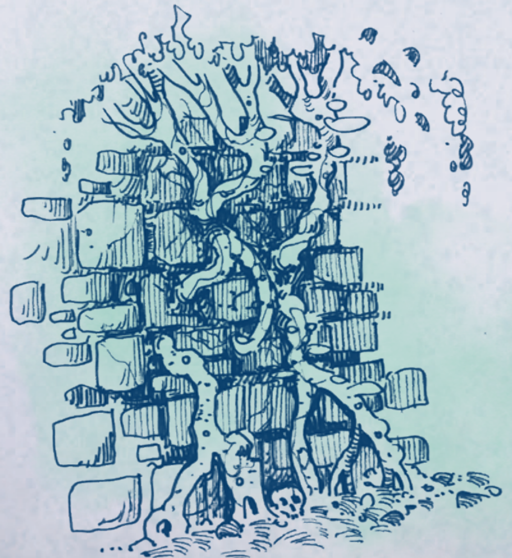
The region containing a legendary electrum dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The wind carries audible but indistinct whispered voices within 6 miles of the dragon's lair. A creature that takes one minute or more to listen to the whispers is able to discern that they seem to be two voices in discussion or debate with one another, though the language remains a mystery.
- Mountain peaks within 6 miles of the dragon's lair are lightly obscured by clouds.
- Aphorisms and witticisms in a variety of languages are carved into rock faces within 6 miles of the dragon's lair.

If the dragon dies, these effects end immediately.

Hollow Dragon

Hollow dragons are metallic dragons trying to refuse mortal death while also seeking to avoid lichdom. A dragon who undertakes this ritual runs a high risk of having its mind and its will consumed by the excruciating pain, exploding in a flash of elemental energy, or possibly both in quick succession. Even successful dragons find that their mentality begins to change without the grounding presence of physical needs.



Hollow Dragon Template

The metallic dragon that seeks to transform itself into a hollow dragon attunes itself to its inherent element (lightning, in a bronze dragon, for example) and magnifies it so completely that the unleashed element consumes the dragon's flesh, resulting in a husk of metallic scales animated by the dragons anima and pure elemental magic. A hollow dragon can be any adult or older metallic dragon with the following changes.

Alignment. Its alignment may be different.

Damage Adjustments. The dragon is immune to poison damage and diseases.

Condition Immunities. The dragon has the following condition immunities: charmed, exhaustion, frightened, poisoned, unconscious.

Elemental Aura. At the start of each of the dragon's turns, each creature within 5 feet of it takes 10 (3d6) damage of the same type as the dragon's breath weapon. A creature that hits with a melee attack while within 5 feet of the dragon or touches it also takes 10 (3d6) damage of the same type as the dragon's breath weapon.

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Death Burst. When the dragon is reduced to 0 hit points, it explodes in a burst of elemental chaos. Each creature within 10 feet of it must make a Dexterity saving throw where the DC is equal to the saving throw for the dragon's breath weapon, taking damage equal to 10 times the dragon's Charisma modifier on a failed save, or half as much damage on a successful one.

Hollow Nature. The dragon does not have the Frightful Presence or Change Shape traits.

Iron Dragon

The strongest of the ferrous dragons, iron dragons are powerful creatures indeed. So it's rather unexpected that they prefer diplomacy to violence, when they can get it. They'd rather get information from an interloper than blood. Once they do, though, that interloper's life expectancy diminishes significantly. Iron dragons want nothing less than to make the rest of dragonkind accept them as their rightful rulers. Despite their impressive intellect, they are baffled that other dragons object to this.

An iron dragon bears a passing resemblance to a black dragon, but notable silver highlights on its feet and underbelly, and especially on the crown of horns adorning its head, immediately set it apart. Dozens of sharp dorsal fins cover its back from neck to tail, and its wings have prominent, hook-like thumbs. Black dragons look sleek and agile, but an iron dragon is as stout and solid as an anvil.

Inquisitive Travelers. Pursuant to their mission to climb to the top of the draconic pecking order, iron dragons travel under the guise of various humanoids to gather information about their would-be subjects without attracting attention. If they conclude that a troublesome dragon just won't see reason, they may take drastic action to put an end to the problem before it begins. This could involve hiring a party of adventurers to do the dirty work for them, so as not to taint their own reputation.

Iron Miners. Iron dragons prefer to lair in hills or mountainous regions with rich deposits of, as might be expected, iron. It's not uncommon for their territory to overlap with that of a red dragon, which nearly always means chaos for other nearby settlements. Iron dragons require iron for both sustenance and breeding, a fact which frequently brings them into conflict with dwarves even if they have no other quarrel with each other. On occasion an iron dragon will play the long game, shape-changing into a dwarf and becoming a part of the dwarven community in question to subtly guide them to mine elsewhere.

Red Enmity. Conflicts with well-meaning dwarves are nothing compared to the bitter hatred roiling between iron dragons and red dragons. Red dragons consider their iron kin to be pathetic and deluded. Conversely, iron dragons see red dragons as embarrassing relatives that give the entire family a bad name.

Adult Iron Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 40 ft., fly 80 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	21 (+5)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Dex +6, Con +11, Wis +11, Cha +11
Skills Athletics +15, Intimidation +11, Perception +17, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Solid. The dragon has advantage on Strength checks and Strength saving throws.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage.
Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.
Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Superheated Breath. The dragon exhales superheated sparks in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 33 (6d10) fire damage plus 33 (6d10) lightning damage on a failed save, or half as much on a successful one. Whether it succeeds or fails its save, a creature wearing metal armor takes an additional 11 (2d10) fire damage at the start of its next turn.
Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or if a creature uses an action to wake it.

Ferricize (Recovers after a Long Rest). Each creature of the dragon's choice within 60 feet of it must succeed on a DC 19 Constitution saving throw or begin to turn to iron and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified, transformed into solid iron. The effect ends after 24 hours, or until removed by a greater restoration spell or other magic of equivalent or greater power.
Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Heat Corona (Recovers after a Short or Long Rest). Unbearable heat bursts forth from the dragon. Until the end of the dragon's next turn, any creature that ends its turn within 30 feet of the dragon takes 10 (3d6) fire damage, or 21 (6d6) fire damage if the creature is wearing metal armor. The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Mercury Dragon

No other dragon matches the mercury dragon's shape-changing, which even includes the ability to transform into a pool of sentient quicksilver. They're among the most agile of dragons, employing trickery in combat such as their mercury-tinged breath that poisons the body and clouds the mind.

A mercury dragon's scales are whitish-silver and so fine that at a distance the creature's serpentine body appears to be covered by a smooth, sleek metal hide. Its long limbs and typical posture give the impression that it could explode into speed at any second, like a sprinter in the blocks. Its head is narrow and aerodynamic, and topped by two long, fin-shaped ears that help it maneuver in the air, similar to fletches on an arrow.

Restless and Mercurial. As capricious as their name implies, mercury dragons typically eschew the responsibility that comes with ruling over others, instead preferring to serve as couriers, spies, and assassins for their more-powerful kin. They also grow bored easily, and constantly crave new experiences. A lesser creature able to appeal to that drive will usually receive the dragon's full attention and, if warranted, its mercy.

Indiscriminate Hoarders. While most dragons specialize in collecting one type of treasure over another, mercury dragons are not so discriminating. There's so much treasure out there to experience–what's the point of limiting yourself to a tiny sliver of it? Their eclectic hoards and desire to acquire new and exciting valuables present an excellent trading opportunity for adventurers cunning enough to take advantage of it.

Ancient Mercury Dragon

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +9, Con +14, Wis +9, Cha +13
Skills Acrobatics +9, Deception +13, Perception +16, Stealth +16
Damage Immunities poison
Condition Immunities paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Avoidance. When the dragon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mercurial Speed. The dragon has advantage on initiative rolls and Dexterity saving throws.

Sneak Attack. The dragon deals an additional 28 (8d6) damage when it hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, the creature takes 66 (12d10) poison damage and is unable to perceive the dragon until the end of the creature's next turn. On a successful save, the creature takes half as much damage and can still perceive the dragon.

Quicksilver Form. Until the end of its turn, the dragon becomes a liquid wave of quicksilver. While in its quicksilver form, it can't attack or fly, but has resistance to all damage, gains a climb speed of 50 feet, ignores difficult terrain, and doesn't provoke opportunity attacks when it moves. It can also move through a space as small as 1 inch without squeezing. The dragon can use a bonus action on its turn to maintain this form for an additional round.

Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Quick Snap. The dragon makes a bite attack against a creature that moves to within 10 feet of it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Quicksilver Reaction (Counts as 2 Actions). The dragon uses its Quicksilver Form or resumes its natural form. If the dragon takes the Attack action on its next turn, its first attack roll has advantage.

A Mercury Dragon's Lair

A mercury dragon has a lair in only the most technical of terms. They frequently travel and explore for months at a time. When they do stay in one place for a while, though, it's usually atop a mountain peak or in a volcano. They rely on their lair's inaccessibility and the many traps they leave behind to guard their hordes while they're away.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point it can see within 120 feet, and the air there is filled with a toxic fume. Every creature within 10 feet of that point must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become poisoned until the end of their next turn.
- One creature within 30 feet of the dragon must succeed on a DC 15 Constitution saving throw or experience hallucinations until the end of their next turn. While in this condition, each of the creature's attacks against the dragon has a 50% chance to target a different creature within range, or empty space if there is none.
- A blurry duplicate of the dragon made of mercury gas shimmers into being within 60 feet. On the dragon's next initiative count, it can attack from its breath weapon from the duplicate's location instead of its own. If it does so, the image immediately disappears.

Adult Mercury Dragon

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	13 (+1)	11 (+0)	20 (+5)

Saving Throws Dex +7, Con +11, Wis +5, Cha +10
Skills Acrobatics +7, Deception +10, Perception +10, Stealth +12
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 15 (13,000 XP)
Proficiency Bonus +5

Avoidance. When the dragon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mercurial Speed. The dragon has advantage on initiative rolls and Dexterity saving throws.

Sneak Attack (1/Turn). The dragon deals an additional 21 (6d6) damage when it hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the creature takes 54 (12d8) poison damage and is unable to perceive the dragon (as if it were invisible) until the end of the creature's next turn. On a successful save, the creature takes half as much damage and is still able to perceive the dragon.

Quicksilver Form. Until the end of its turn, the dragon becomes a liquid wave of quicksilver. While in its quicksilver form, it can't attack or fly, but has resistance to all damage, gains a climb speed of 50 feet, ignores difficult terrain, and doesn't provoke opportunity attacks when it moves. It can also move through a space as small as 1 inch without squeezing. The dragon can use a bonus action on its turn to maintain this form until the end of its next turn.

Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Quick Snap. The dragon makes a bite attack against a creature that moves to within 10 feet of it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Quicksilver Reaction (Counts as 2 Actions). The dragon uses its Quicksilver Form or resumes its natural form.

Young Mercury Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	13 (+1)	11 (+0)	20 (+5)

Saving Throws Dex +6, Con +6, Wis +3, Cha +8
Skills Acrobatics +6, Deception +8, Perception +6, Stealth +9
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Avoidance. When the dragon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mercurial Speed. The dragon has advantage on initiative rolls and Dexterity saving throws.

Sneak Attack (1/Turn). The dragon deals an additional 10 (3d6) damage when it hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature takes 45 (10d8) poison damage and is unable to perceive the dragon (as if it were invisible) until the end of the creature's next turn. On a successful save, the creature takes half as much damage and can still perceive the dragon.

Quicksilver Form (3/Day). Until the end of its turn, the dragon becomes a liquid wave of quicksilver. While in its quicksilver form, it can't attack or fly, but has resistance to all damage, gains a climb speed of 50 feet, ignores difficult terrain, and doesn't provoke opportunity attacks when it moves. It can also move through a space as small as 1 inch without squeezing. The dragon can use a bonus action on its turn to maintain this form until the end of its next turn.

Change Shape. The dragon magically polymorphs into a beast or humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Regional Effects

The region containing a legendary mercury dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles of the dragon's lair sometimes glimpse half-seen, silvery figures that flit from view as soon as they're noticed.
- Springs and ponds within 6 miles of the dragon's lair have a silvery sheen to them, and anyone who drinks from them must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- Natural features in the environment seem to blur and shift within 6 miles of the dragon's lair.

If the dragon dies, these effects gradually fade over 1d10 days.

Mercury Dragon Wyrmling

Medium dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +5, Con +4, Wis +2, Cha +5
Skills Deception +5, Perception +4 Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)
Proficiency Bonus +2

Avoidance. When the dragon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mercurial Speed. The dragon has advantage on initiative rolls and Dexterity saving throws.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and is unable to perceive the dragon (as if it were invisible) until the end of its next turn. On a successful save, the creature takes half as much damage and can still perceive the dragon.

Quicksilver Form (3/Day). Until the end of its next turn, the dragon becomes a liquid wave of quicksilver. While in its quicksilver form, it can't attack or fly, but has resistance to all damage, gains a climb speed of 50 feet, ignores difficult terrain, and doesn't provoke opportunity attacks when it moves. It can also move through a space as small as 1 inch without squeezing.

Mithral Dragon

Inscrutable champions of the divine, mithral dragons are an enigma even to other dragons. They arrive seemingly out of nowhere, for purposes unrevealed, then vanish just as abruptly. They seem to serve higher powers, but the exact terms of those relationships are unclear, which means if a mithral dragon shows up unexpectedly in the middle of a holy war, there's no telling whose side they're on or why.

Hatchling mithral dragons sport icy-white scales that develop silver streaks as they age. By the time they're adults, that silvery hue predominates with only traces of white, but eventually those traces twist into something resembling runes, as if a forgotten civilization had written its history on the dragon's scales. In combat, the white highlights around their claws flare with power. The mithral dragon's head is crowned with spikes, with a ridge of spikes trailing down its back to the tip of its tail. These spikes are connected to muscles, and stand on end or flatten in accordance with the dragon's mood.

Strangest of all, though, are the wings of a mithral dragon. At first glance it seems that the membranes of its wings are suffused with radiant energy, but the truth is that they are made of radiant energy.

Inscrutable and Prescient. Of course, mithral dragons themselves don't see their behavior or motives as confusing–they just see no reason to explain themselves to anyone. But then again, gifted with precognitive abilities as they are, very little is genuinely confusing to them. Their fighting styles reflect this as well. Mithral dragons never "end up" in combat. If they're fighting, it's at a time and place of their choosing and in zealous support of a cause that impels their every action.

Driven by Purpose. Oddly, if another, more compelling cause comes along, a mithral dragon might very well change course. Their commitment is more cerebral than emotional. You can absolutely count on a mithral dragon to fight for a righteous purpose–at least, until a more righteous one presents itself.

Ancient Mithral Dragon

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	28 (+9)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Dex +8, Con +16, Wis +12, Cha +13
Skills History +13, Insight +12, Intimidation +13, Perception +19, Persuasion +13, Religion +19, Stealth +8
Damage Resistances radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Alert. The dragon cannot be surprised.

Astral Jaunt. As a bonus action, the dragon can enter the Astral Plane if it is on the Material Plane, or vice versa.

Immortal. The dragon is immune to any negative effects of aging.

Innate Teleportation (1/Day). Until the end of the round, the dragon can choose to teleport instead of walk. The total distance the dragon teleports in a single turn can't exceed its walking speed.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The dragon exhales streams of radiant energy in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, a creature takes 77 (14d10) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Teleport (Recharge 5-6). The dragon teleports to an unoccupied space within 50 feet.

Reactions

Prophetic Defense. The dragon imposes disadvantage on the attack roll of one attack targeting it. If this causes the attack to miss, the dragon immediately teleports to an unoccupied space within 60 feet of its starting position.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Dimensional Flurry (Counts as 2 Actions). The dragon quickly teleports around the battlefield to strike its enemies. If the dragon was grappled or restrained, taking this action immediately ends those conditions. The dragon makes up to four claw attacks against creatures within 60 feet of it, before teleporting to an unoccupied space within 60 feet.

A Mithral Dragon's Lair

Where mithral dragons lair is a mystery to most. They seem to appear where they're needed (or think they're needed), and teleport away when they're done. Few can say they've ever seen a mithral dragon's home. Unlike most dragons, the mithral dragons are visitors to the Material Plane, and dwell primarily in the Astral Plane. They are immune to the negative effects of planar travel that most dragons face.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point that it can see within 120 feet. Every creature within 10 feet of that point must succeed on a DC 13 Wisdom saving throw or find that gravity has changed its course for them, moving them 30 feet in a random direction.
- One creature within 60 feet of the dragon must succeed on a DC 15 Charisma saving throw or be teleported to an unoccupied space within 60 feet of the dragon.
- Hazy visions of the future and past fade in and out, forcing all creatures of the dragon's choice within 60 feet of the dragon to make a DC 13 Wisdom saving throw or be affected as if by a *confusion* spell until the end of their next turn.

Regional Effects

The region containing a legendary mithral dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles of the dragon's lair, who worship the same deity that the dragon serves, gain 10 temporary hit points after finishing a short or long rest.
- Creatures who complete a long rest within 6 miles of the dragon's lair have a 50% chance of having a prophetic dream and gain Inspiration upon waking.
- Within 6 miles of the dragon's lair, the Astral Plane takes on the physical appearance of the home plane of the deity the dragon serves.

If the dragon dies, these effects gradually fade over 1d10 days.

Adult Mithral Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	20 (+5)	18 (+4)	20 (+5)

Saving Throws Dex +6, Con +10, Wis +9, Cha +10
Skills History +10, Insight +9, Intimidation +10, Perception +14, Persuasion +10, Religion +15, Stealth +6
Damage Resistances radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 16 (15,000 XP)
Proficiency Bonus +5

Astral Jaunt. As a bonus action, the dragon can enter the Astral Plane if it is on the Material Plane, or vice versa.
Innate Teleportation (1/Day). Until the end of the round, the dragon can choose to teleport instead of walk. The total distance the dragon teleports in a single turn can't exceed its walking speed.
Immortal. The dragon is immune to any negative effects of aging.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 ft. feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Radiant Breath (Recharge 5-6). The dragon exhales streams of radiant energy in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 55 (10d10) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.
Teleport (Recharge 5-6). The dragon teleports to an unoccupied space within 50 feet of it.

Reactions

Prophetic Defense. The dragon imposes disadvantage on the attack roll of one attack targeting it. If this causes the attack to miss, the dragon immediately teleports to an unoccupied space within 30 feet.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Dimensional Flurry (Counts as 2 Actions). The dragon quickly teleports around the battlefield to strike its enemies. If the dragon was grappled or restrained, taking this action immediately ends each condition. The dragon makes up to four claw attacks against creatures within 60 feet of it, before teleporting to an unoccupied space within 60 feet.

Young Mithral Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	20 (+5)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +8, Wis +7, Cha +9
Skills History +9, Insight +7, Intimidation +9, Perception +11, Persuasion +9, Religion +13, Stealth +6
Damage Resistances radiant
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Astral Jaunt. As a bonus action, the dragon can enter the Astral Plane if it is on the Material Plane, or vice versa.

Immortal. The dragon is immune to any negative effects of aging.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Radiant Breath (Recharge 5-6). The dragon exhales streams of radiant energy in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 44 (8d10) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Teleport (Recharge 5-6). The dragon teleports to an unoccupied space within 50 feet of it.

Mithral Dragon Wyrmling

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4
Skills Insight +3, Perception +5, Persuasion +4, Stealth +3
Damage Resistances radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Immortal. The dragon is immune to any negative effects of aging.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Radiant Breath (Recharge 5-6). The dragon exhales streams of radiant energy in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) radiant on a failed save, or half as much damage on a successful one.

Innate Teleportation (Recovers after a Short or Long Rest). The dragon teleports to an unoccupied space within 30 feet of it.

Nickel Dragon

Widely considered by other dragons to be the weakest of the ferrous dragons (and they are certainly the smallest), the nickel dragon often has a different reputation among adventurers–the most annoying ferrous dragon. Possessed of multiple ways for aggravating its soft-skinned, steel-wielding foes, including a breath weapon of acidic gas, a skin-irritating aura, and a corrosive hide that would make a rust monster jealous, there may be harder dragons to kill, but none as wholly vexing to fight.

Squat and muscular, nickel dragons are born with charcoal-grey scales that slowly gain a metallic sheen as they age. Later in life, the color gradually drains from their scales, so much so that the oldest among them are a bright white bordering on radiant. This, combined with their breath weapon and predilection for dwelling in swamps, has led to the misapprehension among some that these ancient nickel dragons are in fact albino black dragons. This is a matter of great offense to the average nickel dragon, as is the far more absurd theory that they are "tropical white dragons." Suggesting either one to a nickel dragon will earn you a faceful of acid.

Swamp Dwellers. It should come as no surprise that there's no love lost between nickel dragons and black dragons, owing to their frequent clashes over territory. The nickel dragon is arguably the more devious of the two, however–it prefers to store treasure and even eggs in an underwater cave, but makes it lair outside in anticipation of trapping felonious adventurers between a dragon and a hard place.

Vicious and Sneaky. It could be that nickel dragons are well aware that their ferrous kin regard them as weak–this would go a long way toward explaining their deep vicious streak. Through deception and sheer tenacity, a nickel can hold its own against a more powerful dragon looking to expand its territory. They strike by ambush whenever possible, targeting their enemies in the water with their breath weapon, then use their prodigious swimming ability to flee the scene, only to pop up later with similar hit-and-run tactics. Creatures that manage to survive an hour of this frequently come to the decision that they have better places to be.

Adult Nickel Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +8
Skills Athletics +12, Deception +13, Intimidation +8, Perception +11, Stealth +5
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 13 (10,000)
Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) acid damage.
Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.
Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Corrosive Breath (Recharge 5-6). The dragon exhales corrosive gas in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Corrosive Scales. A nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -3 penalty to hit and damage rolls. If its penalty drops to -6, the weapon is destroyed. If the weapon is nonmagical ammunition made of metal, it is destroyed after dealing its damage. The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Irritating Aura (Costs 2 Actions). The dragon emits a cloud of corrosive dust. Constructs, elementals, oozes, plants, and undead are immune to this effect, as are creatures with resistance or immunity to acid damage. All other creatures within 30 feet of the dragon must succeed on a DC 17 Constitution saving throw or break out in an irritating rash. An affected creature has disadvantage on Dexterity ability checks and saving throws, and must succeed on a concentration check to cast a spell of 1st level or higher. The DC for this concentration check is 10 plus the spell's level. On a failed save, the spell slot is expended but the spell is not cast. The irritating rash lasts for 24 hours, or until the affected creature takes an action to scratch itself and remove any remaining corrosive dust.

Orium Dragon

Orium dragons make wise but harsh monarchs, protecting their subjects while demanding absolute obedience from them. Most are driven by an insatiable desire to rebuild fallen empires and assume leadership over them. In this way, they strive to emulate the glories of their ancestors, which often includes seeking out old texts and present-day historians. Their efforts to research, excavate, and rebuild are therefore an homage rather than a purely archaeological pursuit.

Magical Metal. The secrets of orium are now lost to most, but among sages it is known as a metal with unusual magical properties. Its origins are uncertain, but the consensus is that it comes from the Feywild, created by cyclopean master crafters in that realm's Underdark. Orium enhances spellcasting, and especially ambitious arcanists are often intent on acquiring implements made from the stuff. But orium is also highly poisonous, and only an abundance of skill and caution can render it safe for most mortals to handle. This same magic and poison flows through the dragons that share the metal's name.

Serpentine Servants. The breath weapon of an orium dragon is as unique as it is bizarre. Rather than fire or sleet, an orium dragon exhales an acidic vapor that quickly coalesces in a vaporous servant that does the dragon's bidding. The older the dragon, the more powerful its serpentine servitors. Only once this serpent is destroyed can the dragon use its breath weapon again.

Vaporous Serpents

It is important to note that orium dragons are able to create a vaporous serpent out of their breath weapon. If you are building an encounter with an orium dragon, be sure to account for this additional monster when calculating the difficulty and the rewarded experience for the encounter. If you do not want to deal with all of that, you can avoid the issue by removing their ability to do so.

An Orium Dragon's Lair

The ruins of once-great empires call to orium dragons, and they almost always lair in such places–as close to the actual seat of power as possible, to bolster (in their minds) the legitimacy of their imminent rule. Here they oversee a hierarchy of servants, including laborers, architects, engineers, and whatever other creatures are needed to return their chosen kingdom to its former glory. Jungles are especially favored by them, as the choking foliage tends to contain the least picked-over ruins.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a wall made of stone or wood within 60 feet of it. One creature within 5 feet of that wall must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) bludgeoning damage from falling debris and is restrained (escape DC 14). On a successful save, the creature takes half as much damage and must move 5 feet away from the wall.
- Loyalty or fear drives the dragon's servants to selfless acts of heroism. The next attack or spell that targets the dragon has a 50% chance of targeting one of the dragon's allies instead as they leap into harm's way. The ally must be within 10 feet of the creature making the attack or casting the spell.
- A cloud of acidic mist forms around an unoccupied point the dragon can see within 120 feet. The cloud lightly obscures a 10-foot-radius sphere around that space. Each creature within that area must make a DC 13 Constitution saving throw or take 14 (4d6) acid damage. The cloud persists until the dragon takes another lair action.

Regional Effects

The region containing a legendary orium dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles of the dragon's lair are cowed more easily, and have disadvantage on ability checks and saving throws against fear effects.
- Creatures within 6 miles of the dragon's lair find that they seem to know more about their environs than they realized, giving them advantage on Intelligence checks regarding the immediate area.
- Creatures who sleep for at least six consecutive hours within 6 miles of the dragon's lair are troubled by dreams of a once-great empire fallen into ruin.

If the dragon dies, these effects end immediately.

Ancient Orium Dragon

Huge dragon, unaligned

Armor Class 20 (natural armor)
Hit Points 377 (26d12 + 208)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	16 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +15, Wis +9, Cha +12
Skills Athletics +16, Deception +12, Intimidation +12, Perception +16, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.
Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.
Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage. If the target is a creature size Large or smaller, it is also grappled (escape DC 24). Until the grapple ends, the creature is restrained and takes 10 (3d6) bludgeoning damage each time the dragon makes a tail attack, and the dragon can't use its tail to grapple another target.
Frightful Presence. Each creature of the dragon's choice that is within 120 ft. feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Vaporous Breath (Recharge 5-6). The dragon exhales a cloud of acidic gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 76 (17d8) acid damage on a failed save, or half as much damage on a successful one. After dealing damage, the cloud coalesces into a vaporous serpent in an unoccupied space within the area of effect. The dragon can only have one vaporous serpent at any time, so if it already has one when the cloud coalesces, the serpent immediately disperses. In combat, the serpent shares the dragon's initiative count, but it takes its turn immediately after the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Vaporous Serpent

Large elemental, unaligned

Armor Class 18
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	4 (-3)	14 (+2)	4 (-3)

Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Avoidance. When the serpent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
Elemental Nature. The serpent doesn't require air, food, drink, or sleep.
Summoned. The serpent can only act as directed by the dragon that summoned it.

Actions

Multiattack. The serpent makes three attacks.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 6 (1d12) acid damage.
Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, and if the target is Large or smaller, the target is grappled (escape DC 19). Until this grapple ends, the target is restrained and takes 6 (1d12) acid damage at the start of each of the serpent's turns, and the serpent can't constrict another target.

Adult Orium Dragon

Large dragon, unaligned

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +6, Cha +8
Skills Athletics +12, Deception +8, Intimidation +8, Perception +11, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.
Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.
Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Vaporous Breath (Recharge 5-6). The dragon exhales a cloud of acidic gas in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one. After dealing damage, the cloud coalesces into a vaporous serpent in an unoccupied space within the area of effect. The dragon can only have one vaporous serpent at any time, so if it already has one when the cloud coalesces, the serpent immediately disperses. In combat, the serpent shares the dragon's initiative count, but it takes its turn immediately after the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Vaporous Serpent

Medium elemental, unaligned

Armor Class 16
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	4 (-3)	14 (+2)	4 (-3)

Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Avoidance. When the serpent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
Elemental Nature. The serpent doesn't require air, food, drink, or sleep.
Summoned. The serpent can only act as directed by the dragon that summoned it.

Actions

Multiattack. The serpent makes three attacks.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) acid damage.
Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the target is Medium or smaller, the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and takes 5 (1d10) acid damage at the start of each of the serpent's turns, and the serpent can't constrict another target.

Young Orium Dragon

Large dragon, unaligned

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +7, Wis +4, Cha +6
Skills Athletics +8, Deception +6, Intimidation +6, Perception +7, Stealth +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Vaporous Breath (Recharge 5-6). The dragon exhales a cloud of acidic gas in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one. After dealing damage, the cloud coalesces into a vaporous serpent in an unoccupied space within the area of effect. The dragon can only have one vaporous serpent at any time, so if it already has one when the cloud coalesces, the serpent immediately disperses. In combat, the serpent shares the dragon's initiative count, but it takes its turn immediately after the dragon.

Young Vaporous Serpent

Medium elemental, unaligned

Armor Class 14
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	4 (-3)	14 (+2)	4 (-3)

Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages Understands the languages of its creator but can't speak
Challenge 2 (450 XP)
Proficiency Bonus +2

Avoidance. When the serpent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Elemental Nature. The serpent doesn't require air, food, drink, or sleep.

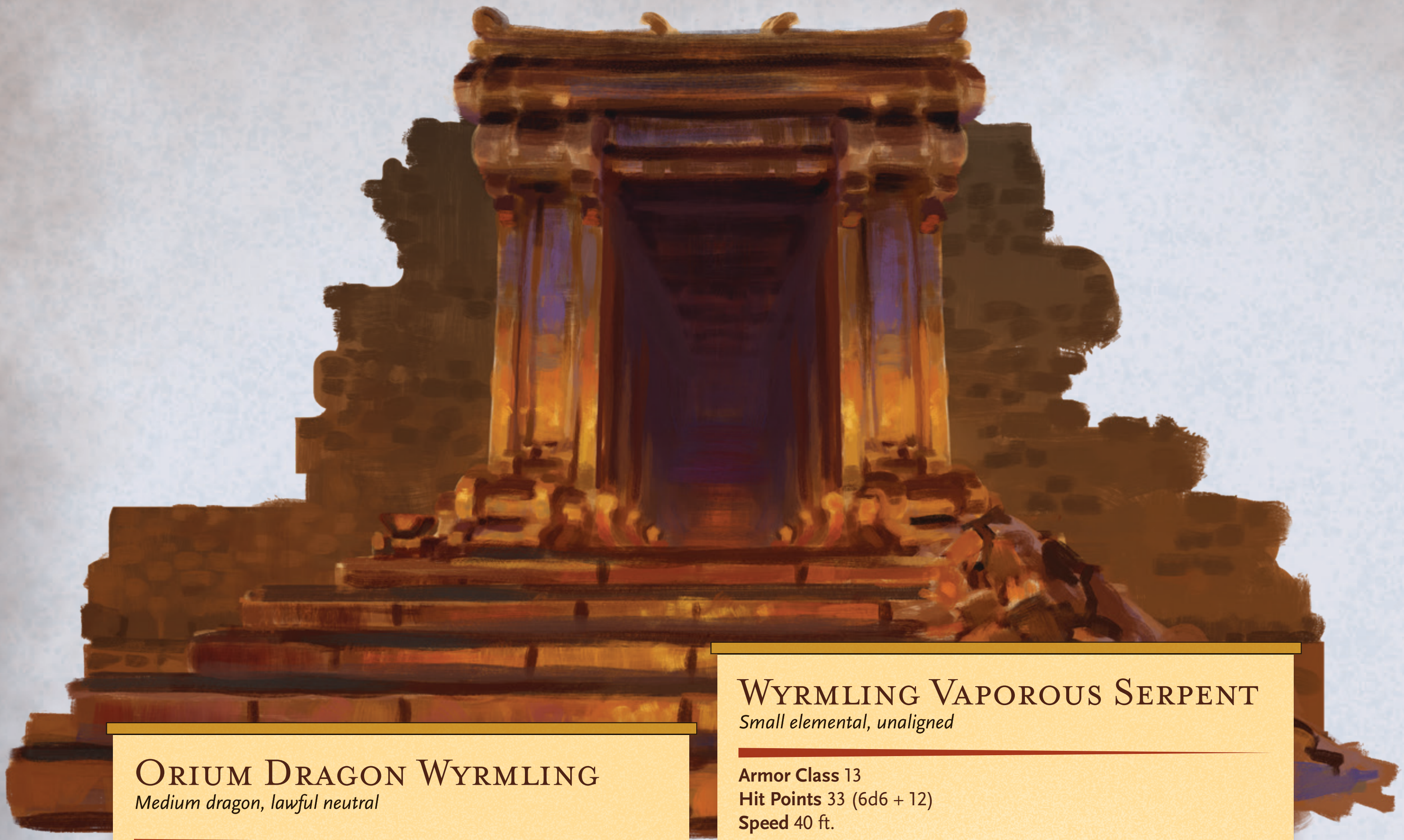
Summoned. The serpent can only act as directed by the dragon that summoned it.

Actions

Multiattack. The serpent makes three attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) acid damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and if the target is Medium or smaller, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 3 (1d6) acid damage at the start of each of the serpent's turns, and the serpent can't constrict another target.



Orium Dragon Wyrmling

Medium dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +2, Con +4, Wis +2, Cha +3
Skills Athletics +5, Perception +4, Stealth +2
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Vaporous Breath (5-6). The dragon exhales a cloud of acidic gas in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one. After dealing damage, the cloud coalesces into a vaporous serpent in an unoccupied space within the area of effect. The dragon can only have one vaporous serpent at any time, so if it already has one when the cloud coalesces, the serpent immediately disperses. In combat, the serpent shares the dragon's initiative count, but it takes its turn immediately after the dragon.

Wyrmling Vaporous Serpent

Small elemental, unaligned

Armor Class 13
Hit Points 33 (6d6 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	4 (-3)	14 (+2)	4 (-3)

Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 1/2 (100 XP)

Avoidance. When the serpent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Elemental Nature. The serpent doesn't require air, food, drink, or sleep.

Summoned. The serpent can only act as directed by the dragon that summoned it.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) acid damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and if the target is Small or smaller, the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained and takes 2 (1d4) acid damage at the start of each of the serpent's turns, and the serpent can't constrict another target.

Steel Dragon

Steel dragons spend more time shape-changed into humanoid forms than any other dragon. They tend to prefer humans, owing to what they perceive as the short-lived race's ingenuity and versatility, but taking elven and dwarven forms isn't uncommon. Whatever form they take, some physical feature gives away the natural tint of their blue-grey scales–a shock of hair, for example, or one eye.

Compared to other dragons, steel dragons are small for their age, with notably more slender bodies. While their scales are uniformly blue-grey, they're also remarkably specialized based on their individual anatomical locations. The scales on their heads, claws, and knees sport sharp, dagger-like protrusions, while the overlapping scales of their wings bear an uncanny resemblance to feathers and their chests appear to be covered by a phalanx of shields.

City Dwellers. Unlike most dragons, steel dragons often maintain two lairs, a primary one in the city and a secondary one in a nearby wilderness. Rather than gems and gold, a steel dragon's hoard is more likely to consist of business investments and property. While their wilderness lairs are little more than secure places to sleep and lay eggs, their city lairs are adorned with art, antiquities, and similar tasteful trappings. Here they establish deep-cover identities as information brokers, sages, patrons of the arts, and other professions that give them ready access to the lore and culture of the people with whom they've chosen to make their home. By comparison, their secondary lair acts as a sort of "summer house" that they visit only occasionally, such as for breeding or child-rearing. Few cities in the multiverse can boast more than one or two steel dragons among its populace. However, they guard their true identities so cautiously that there's no real way of knowing whether any given grey-haired aristocrat or scholar is a steel dragon in disguise.

Chain of Lives. Of course, dragons outlive the average humanoid by a wide margin, which has prompted steel dragons to adopt what is called a "Chain of Lives." The Chain of Lives is the series of identities that these dragons take on as they exceed the natural lifespans of their humanoid forms. Following each of these lifetimes, they lapse into a meditative state which allows them to store that identity's memories in a process called "Vaulting." Vaulted memories are hazy and amorphous for the dragon's subsequent identities, like half-remembered dreams, but with a little effort the dragon can reach back to retrieve a snippet of knowledge from any of their previous lifetimes.

Peaceful and Curious. Steel dragons raise their wyrmlings with a strong sense of respect for humanoid races as well as a curiosity for their cultures. In fact, those who have accumulated enough wealth and influence often become patrons of the arts, virtually ensuring that there will always be a play, concert, art exhibition, or some other cultural event within their city. It usually takes a while for a young steel dragon to get a feel for life as a humanoid, though, especially when it comes to eating humanoid-sized portions at meals with others. Only rarely do steel dragons associate with other dragons, whom they see as being more interested in ruling over smaller creatures than learning about them. That said, they avoid combat if they can, but woe betide the dragon that makes the mistake of trying to subjugate a steel dragon's city.

Adult Steel Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	15 (+2)	19 (+4)	18 (+4)

Saving Throws Dex +6, Con +10, Wis +9, Cha +9
Skills Arcana +12, History +12, Insight +9, Intimidation +9, Perception +14, Persuasion +9, Stealth +6
Damage Immunities acid
Condition Immunities charmed
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic, plus any three languages
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.
Vaulted Memories (1/Day). Steel dragons can reach back into their vaulted past lives and regain temporary fragments of forgotten knowledge. The dragon can choose one language and one skill or tool. The dragon gains proficiency with the chosen language and skill or tool until it finishes a long rest.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.
Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.
Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Burning Acid Breath (Recharge 5-6). The dragon exhales burning acid in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 27 (6d8) acid damage and 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.
Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Quick Retreat (Recharges after a Short or Long Rest). The dragon moves up to its fly speed without provoking opportunity attacks. The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Sleep (Costs 2 Actions). The dragon casts *sleep* as a 5th-level spell.

Tungsten Dragon

Your average by-the-books paladin of Torm probably has more patience for frivolity than the most laid-back tungsten dragon. Intensely dedicated to the causes of law and goodness (in that order), tungsten dragons brook no foolishness and take no one at face value. A benign intruder into their territory, which by their broad definition can frequently include any creature that arrives unannounced, must work very hard to stay alive. And woe betide the miscreant who seeks out a tungsten dragon with nefarious intent; it will strike down upon them with all the great vengeance and furious anger you might expect.

As a wyrmling, the tungsten dragon's scales are a deep forest green with brown flecks that fade away as they age, gradually taking on a metallic sheen. They reach their gleaming emerald brilliance in the dragon's adulthood, then fade to a dull, matte green in their later years.

Means and Ends. Despite their rigid sense of right and wrong, tungsten dragons aren't above some creative reframing in the name of righteousness. Order, like omelets, sometimes requires the breaking of eggs, metaphorically speaking. If evil will stop at nothing to achieve its aims, the only way to beat it is to respond in kind—a philosophy that can rub other creatures the wrong way. It's not uncommon for a company of adventurers ostensibly pursuing the same aims as a tungsten to draw the dragon's ire when their "half-measures" fall short. If you're going to ally with a tungsten dragon, make sure there are no moral quandaries waiting at the end of your quest. By a similar token, in combat they give no quarter, assaulting their enemies with violent efficiency to end the fight as quickly as possible. To a tungsten dragon, "middle ground" means the space between themselves and the evildoers that they need to cross to mete out justice.

Does Not Play Well With Others. Tungsten dragons lair in hot, arid climes, so it should come as no surprise that they are natural enemies of blue dragons. One-on-one, they're no match for their chromatic counterparts, but a flight of tungstens won't hesitate to team up against a single blue to take it down. Perhaps more surprising is that they're not fond of brass dragons either, which they consider too flighty and uncouth to be considered anything more than a dilettante in the fight against evil.

Adult Tungsten Dragon

Huge dragon, lawful good

Armor Class 18
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +5, Con +9, Wis +7, Cha +9
Skills Athletics +11, Intimidation +9, Perception +12, Stealth +10, Survival +7
Damage Immunities fire
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Haboob Breath (Recharge 5-6). The dragon exhales stinging sand in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) fire damage plus 27 (6d8) piercing damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Reactions

Sandstorm. The dragon creates a 30-foot-radius cloud of whirling sand centered on itself that lasts until the end of its turn. The cloud is a sphere that moves with the dragon and spreads around corners, and its area is heavily obscured to all creatures except the dragon. Open flames within the cloud have a 50% chance each round of being extinguished. The dragon can only take this reaction when it has no more than half its hit points remaining.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Immolation (Costs 2 Actions). The dragon forces a creature within 60 feet of it to make a DC 17 Constitution saving throw. On a failed save, a creature takes 28 (8d6) fire damage and continues to burn, taking an additional 5 (1d10) fire damage at the start of each of its turns. On a successful save, the creature takes half as much damage and suffers no additional burning. A burning creature can repeat the saving throw at the end of its turn to end the effect, or can drop prone to immediately end the effect.

Planar Dragons

The material plane does not have a monopoly on dragons. A wide variety of dragons, each with its own distinct personality and habits, are native to the myriad planes. Whether birthed from the elemental chaos or twisted by planar energies over hundreds of generations, planar dragons are as diverse as they come.

These dragons are immune to the effects of planar travel described in chapter 1 of this book.

As presented in this book, these dragons are their own breeds and are native to given planes. The DM may rule that a dragon who travels to and stays on a plane slowly adopts the traits of the local planar dragon over time if it spends years and years on that plane. These changes are imperceptibly gradual.

Although each dragon is native to a given plane, they are frequently encountered in neighboring planes and occasionally encountered in far distant ones.

Amphibious Dragon

Also known as amphi dragons, they are native to the Elemental Plane of Water and are deadly beneath the waves. Short, squat, and covered with pustulent warts, amphibious dragons resemble frogs more than they do traditional dragons. They have mottled green and yellow skin, small flightless wings, and a spine of horny protrusions that provide natural defense. Their warts explode when touched, covering nearby creatures with deadly corrosive acid which can even paralyze at older ages. Their hideous appearance is only made worse by their immensely long tongue used to drag victims towards their mouth.

Much like other aquatic predators, most amphibious dragons hunt by waiting beneath the surface of water for prey to be within striking distance. Then, in a burst of deadly force, the dragon attacks, either spiting acid or using its tongue to drag its prey beneath the waves, drowning them quickly.

Unlike nearly every other dragon, amphibious dragons do not have an extended reach for their bite, instead relying tongue for range to drag prey in.

Amphibious Dragon Wyrmling

Medium dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft., burrow 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +3, Cha +2
Skills Perception +5, Stealth +4
Damage Immunities acid
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14
Languages Primordial (Aquan), Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Amphibious. The dragon can breathe air and water.
Acidic Hide. A creature that hits the dragon with a melee attack while within 5 feet of it takes 9 (2d8) acid damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.
Tongue. The dragon targets one Tiny or smaller creature that it can see within 10 feet of it. The target must make a DC 13 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the dragon, and the dragon can make a bite attack against it as a bonus action.
Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Aquatic Dragon

Native to the Elemental Plane of Water, aquatic dragons are often accompanied by schools of luminescent fish. They enjoy basking in the light of the moon and the fish that surround them, and their scales shimmer and shine along slender bodies, changing colors with different sources of light.

While among the most beautiful of dragons, they are also some of the most shy and reserved, collecting vast museums of other species and cultures. Using their tail, the dragon may tow shipwrecks to their lair, making a display to study the vast history within. Many aquatic dragons are fascinated with land species and wish to learn anything they can about them.

Aquatic dragons generally act as guardians within the ocean, choosing to protect a creature or location with their life. A birthing whale or near-extinct breed of fish are both likely candidates for the dragon's patronage, as well as beautiful locales under threat of destruction. Due to this most don't hunt and instead swim with their jaws wide open, allowing minuscule lifeforms like plankton, krill, and shrimp to drift inside.

Aquatic Dragon Wyrmling

Medium dragon, chaotic good

Armor Class 17 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., burrow 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +3, Con +3, Wis +4, Cha +3
Skills Perception +6, Stealth +3
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Primordial (Aquan), Draconic
Challenge 2 (450 XP)
Proficiency Bonus +2

Amphibious. The dragon can breathe air and water.
Steaming Body. While out of water the dragon continuously lets off an intense steaming fog that heavily obscures the area within 5 feet of it. A wind of moderate or greater speed (at least 10 miles per hour) disperses the fog while active.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.
Freezing Breath (Recharge 5-6). The dragon exhales a breath of freezing cold in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Battle Dragon

Brave and valorant, battle dragons are native to Ysgard, an upper plane of war and conquerors. More than any other dragon, battle dragons seek to prove themselves through comprehensive excellence in combat. They fight not only to prove their strength, but their heroic mettle. They often ally themselves with good creatures and even condescend to serve as mounts for truly worthy warriors. Some elder battle dragons have served one Ysgardian noble family for tens or hundreds of generations.

Battle dragons are known for their contagious optimism, using positive reinforcement for comrades without overindulging in compliments. Many collect war spoils, songs of bravery, inspiring remarks, and rousing speeches for their hoards. Some legends say battle dragons were the first bards, inspiring whole legions and battalions to victory with their charismatic encouragement mingled with magical and martial abilities.

Dull russet when still, the scales of battle dragons gleam like a tiger's eye gem while moving.

Adult Battle Dragon

Huge dragon, neutral good

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	17 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +8, Con +13, Wis +8, Cha +12
Skills Athletics +14, Intimidation +12, Perception +14, Performance +12, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities radiant, thunder
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Celestial, Common, Draconic
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Battle Fury. The dragon has advantage on Strength checks and Strength saving throws. Its melee weapon attacks deal an additional amount of damage equal to its proficiency bonus (included in the attack).

Born to Ride. If the dragon is conscious and willing, a creature spends only 5 feet of movement to mount or dismount the dragon, instead of half the creature's speed.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (2d10 + 14) piercing damage plus 7 (2d6) radiant damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (2d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 23 (2d8 + 14) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Bellowing Breath (Recharge 5-6). The dragon exhales a cone of percussive energy in a 60-foot cone. Each creature in the cone must make a DC 21 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Contagious Determination. The dragon chooses a creature other than itself that can see or hear it within 30 feet. That creature gains a +5 bonus to saving throws until the end of its next turn.

Tail Attack. The dragon makes a tail attack.

Battle Cry (Costs 2 Actions). All creatures of the dragon's choice that can see or hear it within 30 feet gain 10 temporary hit points.

Blazewyrm Dragon

Native to the Elemental Plane of Fire, blazewyrms are dragons whose flesh is composed entirely of fire energy. Much like how fires dance and never appear the same way twice, blazewyrms frequently shift interests and desires. They prize treasures that will not burn or melt away under their heat, such as enchanted metals and stones. Similarly, they prize treasures that burn strong and can feed the fires of their bodies. Adventurers who wish to gain a blazewyrm's favor would be equally wise to bring it a sack of diamonds or a pallet of coal as tribute.

Blazewyrms lack arms, legs, or wings. They are a lithe column of flame and sparks, hungry to consume whatever flammable material they can. Unlike most dragons, blazewyrms prefer easily-burned organic materials to metals and minerals as food. When fires they create reduce an object (or creature) to ashes, the blazewyrm gains nourishment.

Blazewyrms do not mate and do not have genders. Instead, they imprint a piece of their essence into a location with potential for particularly new and harrowing devastation by fire. This essence quickly coalesces into an egg, which incubates itself with its inherent warmth until it explodes in a fury of elemental force, producing a newly-hatched wyrmling.

Fire Dragon

Destruction incarnate. Chaos made pure and predatory. Beware the fury of the dragons of fire.

Some scholars believe that fire dragons were created out of chaos as replicas of true dragons, or were perhaps red dragons that delved too deep into the elemental chaos. No matter their origin, fire dragons believe themselves to be the most powerful and dangerous of all beings. This hubris may be their downfall.

Fire dragons use the **blazewyrm** stat block with the following changes.

Flesh and Blood. The fire dragon lacks the blazewyrm's condition immunities and Tumbling Flame action. It also lacks the Elemental Nature, Fire Form, and Illumination traits.

Heated Body. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Overheat (Recharge 5-6). The dragon casts *fireball* centered on itself. The save DC is equal to the save DC for the blazewyrm's Tumbling Flame action. Constitution is the dragon's spellcasting ability for this spell. A wyrmling fire dragon casts it at the 3rd level, a young at 5th, an adult at 7th, and an ancient at 9th.

Blizzard Dragon

A living storm native to the Elemental Chaos, blizzard dragons are hail and wind given form and life. They are constantly surrounded by flurries and frequently travel between planes of chaos. On the rare occasion one is encountered in the Material Plane, it is usually at the center of a vicious snowstorm, reveling in the awesome power.

Among dragons, the blizzard ones are some of the most likely to strike deals and form alliances with other creatures to achieve their goals. They ally most readily with other creatures of the tundra.

Unlike most dragons, blizzard dragons do not have a breath weapon. Instead, the storm around them surges fiercely, freezing enemies to the bone. They value treasures strong and dense enough to endure their storms without being blown away.

Young Blazewyrm

Large dragon, neutral

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +8, Con +8, Wis +6, Cha +5
Skills Perception +10, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities grappled, petrified, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial (Ignan)
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Fire Form. The dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Illumination. The dragon sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Actions

Multiattack. The dragon makes two bite attacks. If it hits the same target with both bite attacks, it can make a third bite attack against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 6 (1d12) fire damage.

Tumbling Flame (Recharge 5-6). The dragon exhales fire in a 30-foot cone. All creatures within the cone must make a DC 16 Constitution saving throw, taking 39 (6d12) fire damage on a failed save, or half that on a successful one. The dragon then teleports to any unoccupied space within or adjacent to the cone's area.

Adult Blizzard Dragon

Huge dragon, neutral

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	24 (+7)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Dex +6, Con +12, Wis +8, Cha +5
Skills Athletics +8, Survival +8, Perception +13, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, thunder
Condition Immunities grappled, petrified, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Draconic, Primordial (Aquan, Auran)
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Explosive Hoarfrost. If a creature hits the dragon with a melee attack, that creature takes 10 (3d6) cold damage.

Freezing Winds. A creature that starts its turn within 15 feet of the dragon must succeed on a DC 16 Strength saving throw or else be pushed 15 feet away from the dragon. These buffeting winds turn all space within 15 feet of the dragon into nonmagical difficult terrain.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks, one with its freezing bite and two with its claws.

Freezing Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 6 (1d12) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Flurry (Recharge 5-6). The dragon increases the natural blizzard that surrounds it. All creatures within 30 feet of it must make a DC 20 Strength saving throw. On a failed save, a creature is pushed back 30 feet, takes 52 (8d12) cold damage, and its walking speed is reduced by 10 feet until the end of its next turn. On a successful save, it takes half as much damage and suffers no other effects.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Rolling Storm. The dragon moves up to half its speed.

Build Pressure (Costs 2 Actions). The dragon rolls to recharge its Flurry ability.

Frost Dragon

Native to planes of negative energy, frost dragons are beings of chaos and oblivion. Capable of erasing other creatures completely from space and even time, they are driven by nothing more than a primal urge to destroy everything. A frost dragon holds neither hatred nor passion and keeps no hoard; they seek only to destroy, not maintain.

Frost dragons use the **blizzard dragon** stat block with the following changes.

Traits Removed. The dragon lacks the Flurry action. Its Build Pressure legendary action instead can recharge its Oblivion Breath.

Body of Chaos. The dragon is immune to the charmed and frightened conditions.

New Action: Oblivion Breath (Recharge 5-6). The dragon exhales freezing negative energy in a cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes cold damage and its Charisma score is reduced by 1d4. The target dies if its Charisma score is reduced to 0 in this way. This reduction lasts until the creature finishes a short or long rest. On a successful save, the creature takes half damage and its Charisma score isn't reduced.

The length of the cone is equal to twice the radius of the blizzard dragon's Flurry. The saving throw DC and damage dealt are the same as the Flurry counterparts.

If a creature dies from this breath weapon, the creature is erased from the memories of all who knew it. It cannot be revived, even by a *wish* spell.

Frostforged Dragon

Frostforged dragons are blizzard dragons captured by demons of the Abyss and forced into servitude. Thick metal plates nailed to their hide provide increased protection from attacks, but make them slow and heavy. Any patience or willingness to cooperate it used to have is replaced with pure, maddening fury. A frostforged dragon uses the **blizzard dragon** stat block with the following changes. Its challenge rating should increase by 1.

Added Protection. The dragon's Armor Class increases by 3 (natural armor).

Heavy. The dragon has a flying speed of 20 feet.

Dense. The dragon has advantage on Strength and Constitution saving throws, and disadvantage on Dexterity saving throws.

Spur into Action. A creature riding the dragon can use its bonus action to direct the dragon. The dragon takes 1d10 piercing damage and uses its reaction to make a single attack, interact with an object, or move up to half its speed.

Language. The dragon speaks and understands Abyssal, in addition to any other languages it knows.

Chaos Dragon

A chaos dragon embodies the very same concepts as its native plane of Limbo: chaos. A whirling cyclone of barely contained force, these dragons have little consistency between their appearances. Some have high cheekbones and dozens of small horns around their face, while others are bright yellow and have no limbs. Tracking a chaos dragon reveals that, while it looks basically the same from day to day, its physical appearance changes drastically over dozens of years.

Chaos dragons have no regular coloration, scale type, horn array or shape or size, or other distinguishing factors. By sheer chance, any dragon you meet could secretly be a chaos dragon that simply happens to resemble another type.

As a general rule, chaos dragons have only one enemy: structure. They despise consistency and irregularly seek to destroy any society or civilization with a complex and established framework. Occasionally this means that a good chaos dragon will seek to liberate creatures it deems subject to unjust or oppressive forces, but more frequently a chaos dragon's erratic nature simply pushes it to wanton violence.

More often than not, a chaos dragon will open combat with its confusion breath before descending upon whatever unfortunate quarry has garnered its attention in a flurry of tooth and claw. When it uses its elemental breath weapon, even the dragon does not know what damage type will be released.

Chaos dragons do not have a consistent type of preferred treasure. Each has its own tastes and preferences, which change over time. A chaos dragon in the middle of a mood swing is an excellent source of discarded treasure and magic items.

Young Chaos Dragon

Large dragon, any chaotic alignment

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Dex +4, Con +9, Wis +8, Cha +9
Skills Perception +12, Stealth +4
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic, Gith
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes 1d4 + 1 melee attacks, only half of which (rounded down) can be with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Elemental Breath. The dragon exhales a random elemental energy in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (7d12) damage on a failed save, or half as much on a successful one.

To determine the random damage type, roll 1d10: 1-2, acid damage; 3-4, cold damage; 5-6, fire damage; 7-8 lightning damage; 9-10 thunder damage.

Confusion Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or fall under the effects of a *confusion* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Adult Deathmask Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., climb 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	16 (+3)	20 (+5)	24 (+7)

Saving Throws Dex +7, Con +10, Wis +10, Cha +12
Skills Deception +12, Intimidation +12, Perception +15, Stealth +7, Survival +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities necrotic
Condition Immunities grappled, paralyzed, petrified, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Abyssal, Draconic
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object or creature.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Soul Smeller. Creatures that are not undead or constructs have disadvantage on ability checks made to hide from the dragon.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Wail of Death. The dragon exhales agonizing energy in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 59 (17d6) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't stunned. A creature reduced to 0 hit points by this immediately dies.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of it's turns.

Detect. The dragon makes a Wisdom (Perception) check.

Mask of Dread. The dragon chooses a creature it can see within 120 feet, which must make a DC 20 Charisma saving throw. On a failed save, it takes 14 (2d6 + 7) psychic damage and is cursed until the end of its next turn. On a successful save, it takes half as much damage and isn't cursed.

Whenever a creature cursed in this way deals damage to the dragon, the creature takes an amount of psychic damage equal to half the damage dealt. It is aware of this effect.

Devour Soul (Costs 2 Actions). The dragon touches a creature within 5 feet that has 0 hit points remaining. The creature must succeed on a DC 20 Charisma saving throw or immediately die. If the creature dies, the dragon gains 10 temporary hit points.

Deathmask Dragon

Native to the Infinite Layers of the Abyss, a deathmask dragon is a spectral beast that consumes the souls of its victims. It resembles a purple dragon in only the loosest sense. Its slender, snake-like body is supported by dozens of legs like those of a centipede, each breaking through the flesh and dripping with black corruption. Small black wings emerge from its back, able to carry the dragon despite their size. The long body eventually tapers into a slender tail, and its serpentine neck ends in a wide head. Twisted, leering faces peer out from between its scales, mouthing their private suffering and moaning with each scuttling step.

Despite its apparent desire to feed on souls, a deathmask dragon does not seem to actually consume them. When a deathmask dragon dies, all of its trapped souls are released to the Fugue Plane, where Kelemvor judges them justly and sends them to the eternal afterlife of their choosing.

A deathmask dragon's favorite treasure is the souls it consumed, especially charismatic ones of noble, good, and lawful creatures. Its favorite snack is paladins.

Dragon Eel

Native to the Elemental Plane of Water, dragon eels swim through the gulfs of air and water that connect the plane to the Elemental Chaos, often accidentally slipping into the Material Plane via deep underwater portals, some of which may only open for seconds at a time before disappearing for years. A ship captain who discovers the newcomer must either fight it off or negotiate successfully. Most such unfortunates are never seen again.

The head of this long, narrow dragon is blunt and streamlined, and its neck nearly nonexistent. Large fangs droop from its upper jaw, ready to latch onto struggling prey, which it then swallows using unhinged jaws. In addition to the fins along its body, a dragon eel also has two large wings like those of a manta ray.

Dragon eels prefer the flesh of humanoids over any other meat, and collect the treasures of ships they proudly capsize.

Dragon Eel Wyrmling

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft., swim 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +5, Wis +2, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities cold, lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic, Primordial (Aquan)
Challenge 2 (450 XP)
Proficiency Bonus +2

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Sea Sense. The dragon knows the location of anything in water within 30 feet of it.

Actions

Multiattack. The dragon makes a bite attack and a tail attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the dragon, and takes 3 (1d6) acid damage at the start of each of the dragon's turns.

The dragon's gullet can only hold up to one creature at a time. If the dragon takes 5 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in an unoccupied space within 5 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be restrained by the dragon. Only one creature can be restrained in this way at a time, and the condition ends if the dragon dies or becomes unconscious. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Chain Lightning Breath (Recharge 5-6). The dragon exhales a bolt of lightning that arcs toward a target of its choice it can see within 15 feet. Three bolts then leap from that target to as many as three other targets, each of which must be within 15 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 13 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half that on a successful one.

Sea Dragon

With scales of tarnished gold and murky greens, sea dragons are among the most defensive of dragons. They each have a large, spiked, turtle-like shell in which they can retreat. It camouflages perfectly with the rocky terrains they are native to. Particularly nasty creatures, sea dragons hold no regard for commitments and are liable to break any promises made.

Sea dragons use the **dragon eel** stat block with the following changes.

Damage Immunities. The dragon is immune to fire damage, but not to cold or lightning damage.

Command of the Sea (1/Day). Aquatic creatures that can hear the dragon must succeed on a Wisdom saving throw or follow the dragon's commands for 1 minute, as if by a *dominate beast* spell. The DC for this saving throw is equal to 8 + the dragon's Charisma modifier + the dragon's proficiency bonus.

Steam Breath (Recharge 5-6). Instead of a Chain Lightning Breath action, the sea dragon has steam breath. It exhales scalding steam in a cone. Each creature in that area must make a Constitution saving throw, taking fire damage on a failed save or half as much on a successful one. Being underwater doesn't grant resistance against this damage.

The length of this cone is equal to the range of the dragon eel's chain lightning breath. The damage amount is the same, as is the save DC value.

Earthquake Dragon

Native to the Elemental Plane of Earth, earthquake dragons prefer to burrow than to fly. A single elder earthquake dragon can destroy entire cities with its powerful tremors. With a personality to match a quake's instability, earthquake dragons are temperamental and prefer to be alone, but it is not uncommon for them to accept temporary alliances under suitable conditions (although the dragon may decide at any moment that the conditions are no longer suitable).

Earthquake dragons vary from the typical dragon in that their elemental force of destruction is not released as a breath weapon, but as a convulsive force that travels through the earth. In regards to treasure, they prefer large crystals or slabs of precious metals to piles of tiny coins and gems. Piles flatten when shook, but a 10-foot tall slab of pure gold maintains its shape.

Not requiring food, earthquake dragons instead magically feed off of the destruction caused by their tremors. Leveling a small village is the equivalent of a hearty meal, and a stroll through a major city is a veritable feast.

These dragons do not have gender and do not mate. Instead, they imprint a piece of their essence into a location that shows particularly new and harrowing devastation. That essence develops into an egg over the course of several days. The egg causes tremors in the surrounding ground, incubating itself until it explodes in a fury of elemental force and produces a newly-hatched wyrmling.

Young Earthquake Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 123 (13d8 + 65)
Speed 40 ft., burrow 40 ft., climb 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +5
Skills Perception +8, Stealth +4
Damage Vulnerabilities thunder
Damage Resistances bludgeoning from nonmagical attacks that aren't adamantine
Condition Immunities paralyzed, petrified, stunned
Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 18
Languages Draconic, Primordial (Terran)
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.
Tremor Aura. Whenever the dragon is touching the ground, it can cause the floor around it to constantly shake. When a creature that is not airborne starts its turn within 10 feet of the dragon, it must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. This aura counts as nonmagical difficult terrain.

Actions

Multiattack. The dragon makes three attacks: one with its Earthen Maw and two with its claws.
Earthen Maw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or else begin to be magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.
Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Earthquake (Recharge 5-6). The dragon increases the range and power of its Tremor Aura. Until the start of the dragon's next turn, the aura extends to 30 feet, and a creature takes 39 (6d12) bludgeoning damage on a failed save.

Ethereal Dragon

Pearlescent brown-grey, this native of the Ethereal Plane considers those on the Material Plane to be "stuck" and enjoys liberating the poor creatures by stealing them off to the Border Ethereal. Naturally curious and inquisitive, they develop one-way friendships with creatures they find particularly interesting and regularly spy upon.

Ethereal dragons rarely establish a lair in a single location, preferring to stash pockets of treasure over a wide spanse of land it considers its own territory. They float through the Ethereal Plane, spying into the Material Plane for valuable treasures they can pop out and nab.

In combat, most ethereal dragons prefer escape to battle. If forced into a fight, it prefers to frustrate foes over hurting them. Older ethereal dragons can summon the ether cyclones described in chapter 2 of the *Dungeon Master's Guide* to sweep away foes.

Ethereal Dragon Wyrmling

Medium dragon, neutral

Armor Class 16 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +3, Wis +2, Cha +4
Skills Perception +4, Stealth +3
Damage Immunities force
Senses truesight 60 ft., passive Perception 14
Languages Draconic
Challenge 1 (200 XP)
Proficiency Bonus +2

Ethereal Jaunt. If the dragon is on the material plane, it can enter the ethereal plane as a bonus action. If it is on the ethereal plane, it enters the material plane.

Ethereal Coexistence. If the dragon makes an attack or uses its breath weapon on the material plane, it can choose to target creatures on the ethereal plane as well.

Not Quite There. The dragon has advantage on Stealth checks made on the ethereal plane.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Force Breath (Recharge 5-6). The dragon exhales a 15-foot cone of pure magical energy. Each creature in the area must make a DC 11 Constitution saving throw, taking 14 (4d6) force damage on a failed save, or half as much on a successful one.

Hades Dragon

Named for their native plane, hades dragons live in the Three Glooms of Hades. Whether skulking in the deeps of the planes or commanding armies from the ruins of old cities infested with undead, hades dragons are a dreadful force in their realm.

At a glance, hades dragons appear insubstantial. With dark hides and translucent scales helping them blend into dim surroundings, they are occasionally mistaken for black dragons. Unlike black dragons, their heads feature rows of backward-pointing horns. A long fringe of spines emerges from the back of the dragon's neck, and its powerful tail features a swimming fin.

Hades dragons eschew the City of the Dead, a demiplane within Hades ruled by Kelemvor, god of the afterlife. They prefer to infest crumbling cities with no hope or emotion, slinking in sunken palaces and collecting slaves to serve them as soldiers and servants.

Hellfire Wyrm

Cunning and devious, hellfire wyrms are known for infiltrating societies and single-handedly undermining whole factions. Their ability to switch between their humanoid and dragon forms with dizzying speeds is an aspect of their combat that has taken more than one poor soul by surprise.

Hellfire wyrms are dragons who are endorsed, backed, and sponsored by the Nine Hells. These dragons who side with devils grow strange bone-like protrusions and constantly emit smoke from their scales.

A hellfire wyrm can be any fire-breathing dragon with the following changes.

Alignment. The dragon is lawful evil.

New Action: Hellfire Breath (Recharge 5-6). The dragon's breath weapon ignores resistance and treats immunities as resistance.

Devil's Advocate. The dragon can speak, read, and write Infernal

New Action: Change Shape (Young and Older Only). The dragon magically polymorphs into a tiefling that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

New Legendary Action: Infernal Shape. The dragon uses its Change Shape ability. The dragon must already have legendary actions to have this option.

Hades Dragon Wyrmling

Medium dragon, any evil alignment

Armor Class 17 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	10 (+1)	15 (+2)

Saving Throws Dex +3, Con +4, Wis +2, Cha +4
Skills Perception +5, Stealth +5
Damage Immunities necrotic
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)
Proficiency Bonus +2

Shadow Walker. As a bonus action when the dragon is in dim light or darkness, it can teleport up to 30 feet to an unoccupied space that it can see that is also in dim light or darkness.

Sneak Attack (1/Turn). The dragon deals an extra 4 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dragon that isn't incapacitated and the dragon doesn't have disadvantage on the attack roll.

Actions

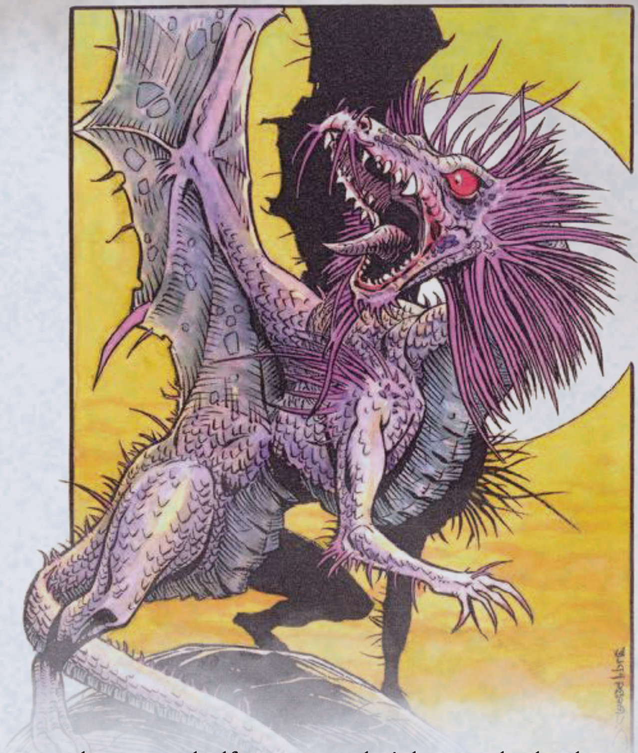
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Cone of Hades (Recharge 5–6). The dragon exhales an actual mass of death in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this breath weapon raises as a zombie under the dragon's mental control.

Reactions

Shroud of Shade. When the dragon takes damage, it can cast *darkness* centered on itself without material components.

Howling Dragon



Native to the windswept plane of Pandemonium, howling dragons are brilliant, scheming, and quite insane. They use their maddening presence to incapacitate prey and then reduce them to smithereens with their trembling breath. They feed on any creatures they can catch, even undead and constructs, but prefer the sensation of biting into still-living morsels.

A howling dragon is long and slender, with short, thin legs and narrow wings. Long spines form a frill behind its head, and twin clusters of similar spines sprout from its shoulders. Its scales are mottled purple and black, darkening as the dragon ages. Its yellow eyes are large and feral looking, with tiny pupils.

Howling dragons make their lairs in isolated caverns amid the twisting tunnels of their native plane. When they find their way to the Prime Material, they seek out similar terrain and are thus usually encountered far underground. They roam widely in the territory surrounding their lair, exploring every narrow crevice and tunnel.

Subject to indecipherable whims, howling dragons hoard anything and everything at some point over their long lives. Objects of great value traditionally thought of as treasure (art, gold, and other niceties) may take second stage to half-eaten sandwiches or the broken toys of children for a century or two. Those seeking to plunder a howling dragon best beware: one dragon's treasure is another man's trash.

Adult Howling Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	18 (+4)	12 (+1)	17 (+1)

Saving Throws Dex +7, Con +10, Wis +6, Cha +6
Skills Perception +11, Stealth +7
Damage Immunities thunder
Condition Immunities charmed, frightened, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Draconic
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Demented. The dragon has disadvantage on Intelligence saving throws and on checks made to discern illusions.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Maddening Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* + 11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Maddening Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Intelligence saving throw or become insane until the start of the dragon's next turn. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. It also can't perform the verbal components of spells.

Trembling Breath (Recharge 5-6). The dragon exhales maddening sonic waves in a 60-foot cone. Each creature in that area must make a DC 18 Wisdom saving throw. On a failed save, the creature takes 55 (10d10) thunder damage and suffers one type of short term madness (see chapter 8 of the *Dungeon Master's Guide*). On a successful save, the creature takes half as much damage and doesn't suffer any madness.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Maddening Presence. The dragon uses its Maddening Presence

Existential Winds (Costs 2 Actions). The dragon surrounds itself in winds that partially exist, and partially only exist in the minds of those around it. Until the end of the dragon's turn, space within 10 feet of the dragon is considered difficult terrain and creatures have disadvantage on ranged attack rolls made against it. Additionally, a creature must make a DC 19 Wisdom saving throw the first time on a turn that it enters the winds or that the winds enter its space, including when the winds first appear. On a failed save, the creature takes 12 (3d8) bludgeoning damage, is restrained until the end of its next turn, and is knocked prone. On a successful save, the creature takes half as much damage and suffers no other effects.

Mirage Dragon

Mirage dragons are native to the pristine forests of the Feywild, untouched by axe or flame, where they enjoy sunning themselves in brightly lit glades. Reclusive as they are proud, mirage dragons rarely deign to interact with others besides eladrin, who they deem kindred souls that share their independent spirit.

A mirage dragon has a long, serpentine body, covered in deep emerald scales and a wedge-shaped head. Despite the small size of their wings, they can readily lift the dragon into the air. All mirage dragons grow soft, brilliant feathers behind their jaws, giving them vibrant manes of wondrous color.

Mirage dragons can use their powers of illusion to be playful tricksters or dangerous manipulators. They can often be found living in harmony with eladrin, who they happily serve as mounts and equal partners.

When forced into combat, a mirage dragon usually manipulates the minds of its foes to buy time for retreat, preferring to flee or negotiate over shedding blood. If required, it uses its venomous bite to pick apart distracted foes while tormenting the rest with its illusions.

Adult Mirage Dragon

Huge dragon, any chaotic alignment

Armor Class 18 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	22 (+6)

Saving Throws Dex +6, Con +12, Wis +7, Cha +11
Skills Deception +11, Insight +7, Perception +12, Persuasion +11, Stealth +6
Damage Immunities psychic
Condition Immunities charmed
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Elvish, Sylvan
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Elusive. As a bonus action, the dragon can magically teleport up to 30 feet to an unoccupied space it can see.

Illusory Master. Illusions the dragon creates include sound, temperature, and other stimuli, but avoid physical interaction with creatures. Creatures rationalize any illogical outcomes. Creatures that succeed on a DC 19 Intelligence saving throw recognize illusions for what they really are and suffer no ill effects from them.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Distort Reality (Recharge 5–6). The dragon exhales fey distortion magic in a 30-foot cone, going beyond illusion and altering reality itself. Each creature in that area must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 45 (10d8) psychic damage and is charmed by the dragon for 1 minute. On a successful save, the creature takes half as much damage and isn't charmed. A creature can repeat the saving throw at the end of each of its turns, and is no longer charmed by the dragon on a success. Creatures charmed in this way must use their action to take the Dash action away from the dragon, or attack the creature's nearest ally.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Phantom Harrier. The dragon targets a creature within 60 feet of it that it is aware of it and projects illusions that only it can see. The creature must succeed on a DC 19 Wisdom saving throw or be pestered by phantom pixies, giving the creature disadvantage on all attack rolls and ability checks until the end of its next turn. Creatures that succeed on the save know that the images are harmless projections. The dragon then moves up to half its speed without provoking opportunity attacks.

Create Mirage (Costs 2 Actions). The dragon creates an illusion that lasts for 1 minute, centered on any point within 60 feet that the dragon can see. The illusion must fit inside a 20-foot-radius, 60-foot-high cylinder. If the dragon chooses for the illusion to be harmful, creatures that enter and are aware of the mirage must succeed on a DC 19 Intelligence saving throw or consider the area difficult terrain and take 10 (3d6) psychic damage the first time they enter it on a turn, and again each time they start their turn there.

Mist Dragon

With beautiful blue and white scales that give off a metallic sheen, mist dragons are wingless serpents with a long fin running from head to tail. They sport a series of small horns protruding from the back of their skull and upper jaw.

Mist dragons blend into clear skies. Although its scales slowly turn grey with age, its eyes always maintain an oceanic color. The path a mist dragon travels often smells of fresh rain, perhaps indicating its innate ability to transform into a cloud of mist and control the elements.

Maintaining true neutrality is important to mist dragons, who spend a majority of their life in meditative contemplation and avoid both combat and social encounters. The exception to this policy is green dragons, who they often share territory with. Mist dragons are quick to defend themselves from the territorial attacks of green dragons.

Mist dragons control the weather around their lairs. Locals often barter with the dragon for fair weather and fear upsetting it, or else face crop-destroying hail, sleet, or freezing winds.

The cave lairs of mist dragons are filled with a mysterious fog, from which they could appear at any moment.

Ancient Mist Dragon

Gargantuan dragon, neutral

Armor Class 21 (natural armor)
Hit Points 346 (21d20 + 126)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +13, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Stealth +7, Survival +10
Damage Immunities acid, fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Cloud Form. The dragon can use its action to polymorph into a Gargantuan cloud of mist, or back into its true form.

While in mist form, the dragon can't take the Attack action. It is weightless, has a flying speed of 40 feet, can hover, is immune to the grappled, prone, and restrained conditions, and can occupy the space of another creature. In addition, if air can pass through a space, the mist can do so without squeezing. The dragon has advantage on Strength, Dexterity, and Constitution saving throws and is immune to all nonmagical damage while in this form.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *fog cloud, gust of wind*
3/day each: *control water, control weather, water breathing, wind wall*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Misty Breath (Recharge 5–6). The dragon exhales a caustic sticky mist in a 90-foot cone that persists for 1d4 rounds. A creature must make a DC 21 Constitution saving throw when it enters the fog's area for the first time on a turn or starts its turn there. On a failed save, it takes 45 (13d6) acid damage and is blinded until the end of its next turn. On a successful save, it takes half as much acid damage and is not blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Detect. The dragon makes a Wisdom (Perception) check.

Misty Escape (Costs 2 actions). The dragon teleports into an unoccupied space full of mist that it can see within 40 feet.

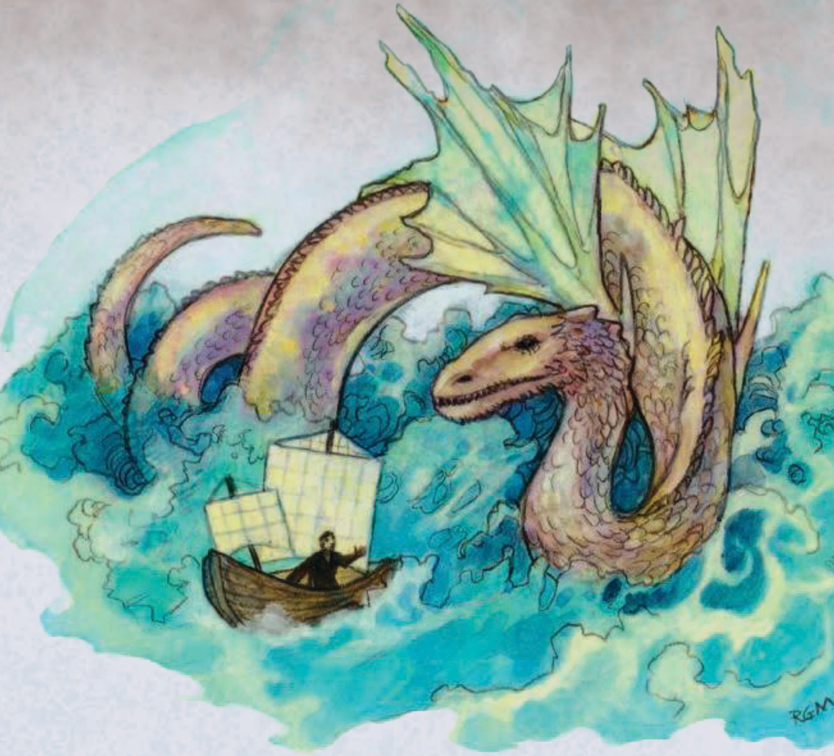
Oceanus Dragon

The oceanus dragon protects travelers along the River Oceanus, which connects the upper planes in the same manner that the River Styx links the Lower Planes, while jealously guarding its domain against evil creatures of all kinds.

Oceanus dragons appear much like great winged eels, with relatively short limbs ending in webbed fingers. Though capable of flight, most oceanus dragons prefer life in the water to that in the air.

The typical lair of an oceanus dragon is a hidden cave, either along a riverbank or completely underwater. Most oceanus dragons spend little time in their lairs, instead patrolling a stretch of river in search of good-aligned creatures in need of assistance or evil creatures in need of punishment.

Although an Oceanus dragon values all types of traditional wealth, it is particularly fond of trophies garnered from evil creatures it has bested in combat.



Ancient Oceanus Dragon

Gargantuan dragon, neutral good

Armor Class 20 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	27 (+8)	18 (+4)	14 (+2)	21 (+5)

Saving Throws Dex +8, Con +15, Wis +9, Cha +12
Skills Perception +16, Religion +11, Stealth +8
Damage Immunities lightning
Condition Immunities charmed, deafened, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Celestial, Draconic, Primordial (Aquan)
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water, and can grant any other creature the same ability for 24 hours.

Angelic Weapons. The dragon's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 7 (3d4) radiant damage (included in the attack).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three bite attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (3d4) radiant damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 7 (3d4) radiant damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Calming Breath. The dragon exhales calming gases in a 90-foot cone. Each creature in that area must succeed on a DC 23 Charisma saving throw or have their emotions suppressed for 1 minute. For creatures that fail their saving throw, the dragon can either make hostile creatures indifferent to others for 1 minute, or suppress any effect causing the creatures to be charmed or frightened for 1 minute. A creature's indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its allies being harmed.

Lightning Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Bolster. The dragon chooses up to three creatures within 60 feet of it. Once per turn, until the dragon's concentration ends (as if concentrating on a spell), each of those creatures can gain 5 temporary hit points, add 1d4 radiant damage to a damage roll, or add 1d4 to an ability check, saving throw, or attack roll.

Majestic Awe (Costs 2 Actions). The dragon speaks words so imbued with celestial power that they conflict with the presence of a mere mortal. One creature within 60 feet of the dragon must make a contested Charisma check against the dragon. If the creature loses, the creature takes 42 (12d6) radiant damage and is forced back to its home plane (if it isn't there already). On a success, the creature takes half as much damage, is deafened, and is unable to speak until the end of its next turn. If the creature succeeds by 5 or more, it suffers no effects beyond damage.

Young Pact Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Resistances fire, psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Deep Speech, Draconic, Gith
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Charge. If the dragon moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage of the attack's type.

Planar Jaunt. The dragon can enter the astral plane or Limbo as a bonus action. If the dragon has a rider, the rider can choose whether or not to go with the dragon

Pledged Rider. Any damage dealt to the dragon can be redirected to the rider, if there is one, and vice versa.

Actions

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Pact Dragon

Originally red dragons brought to the Limbo and the Astral Plane by githyanki masters, spending hundreds of generations in the plane has altered the breed's very fiber. Now considered a native species, a pact dragon's scales are dark crimson with milky, pearlescent eyes that match the astral sea through which it flies.

After first fleeing their mind flayer slavers, the githyanki turned to Tiamat in a desperate bid for survival among hostile planes. After tense negotiations, Tiamat blessed them with the service of red dragons. Although commonly found working in harmony with githyanki today, pact dragons enjoy being at the right hand of any tyrant or despot.

Adult Pyroclastic Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 304 (21d12 + 168)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	26 (+8)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Dex +6, Con +14, Wis +7, Cha +10
Skills Perception +13, Stealth +6
Damage Immunities fire, poison
Condition Immunities petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Draconic, Infernal, Primordial (Ignan)
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* + 13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* 13+ to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Eruption (Recharge 5–6). The dragon exhales magma and burning ash on all creatures, objects, and structures within 30 feet of it. Each creature in that area must make a DC 22 Constitution saving throw, taking 32 (5d12) fire damage and 32 (5d12) poison damage on a failed save, or half as much damage on a successful one. The dragon then takes 32 (5d12) force damage from the explosion. The affected area is heavily obscured by the cloud of ash until the start of the dragon's next turn or until a strong wind (at least 20 miles per hour) disperses it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Pyroclastic Flow. The dragon unleashes an eruption of volcanic energy, sending tephra rocketing away from it in a superheated blast. Each creature within 10 feet of the dragon must make a DC 22 Dexterity saving throw. On a failed save, the creature takes 5 (1d10) bludgeoning damage plus 5 (1d10) fire damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Obliterate (Costs 2 Actions). The dragon moves up to half its speed in a straight line, reshaping the very terrain as it goes. Creatures in that line must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage plus 10 (3d6) fire damage and be pushed out of the line. Nonmagical items that are not worn or carried, as well as any landscape features, that are within the area are immediately destroyed and replaced by a plain flat surface of rough volcanic rock.

Pyroclastic Dragon

A living volcano, pyroclastic dragons are native to the Elemental Chaos. Perhaps due to the amount of available land for lava to pour down, they are also especially fond of Gehenna.

Dwelling in the plane's most violent regions, no other dragon represents the fury of upset elements better than the pyroclastic. It is a mountain creature composed of molten rock contained by a thin crust of cooled stone, and poisonous gases leak from numerous rents and fissures that split its stony hide.

Pyroclastic dragons love nothing more than to tear down what exists to make way for what is coming, usually in a very literal sense. They are wholly unconcerned with what happens before and after them, so while melting mountains and moving islands are indeed part of the cycle of all things, do not mistake the actions of these dragons as anything other than complete selfish gratification. It has also been noted that they behave much like the explosive forces from which they are named; no matter how long they spend quietly building pressure, there is no mistaking their destructive wrath when the time arrives.

These dragons consume molten minerals (preferring valuable gemstones to common rock), but will not turn down scorched meat when presented with the opportunity. They swim in magma for leisure and enjoy setting their lairs in caverns carved directly from volcanic rock. Those who have made their way to the Material Plane often sleep in deep craters and long-dormant volcanoes, waiting for the proper time to awaken and tear down what has been built since their last escapade.

Radiant Dragon

Native to the Seven Heavens of Celestia, radiant dragons are simultaneously wonderful and terrible. They are awesome in their righteousness and fearsome in their dedication to destroying evil.

A radiant dragon seems to shine with a heavenly glow, though it can douse this brightness as desired. If you can bear to look upon its grandeur, you can make out that its perfectly shaped scales glisten like molten white gold. Its proud, regal bearing is unmistakable, and its voice rings like heavenly thunder.

Radiant dragons prefer lairs that allow plenty of sunlight, and often place gems and other bright valuables in places where they catch and refract the light, creating marvelous displays of color and radiance. To creatures that display nobility and justice, they are the staunchest of allies, offering succor and healing to any in need. But when faced by those who foster chaos or evil, a radiant dragon becomes a furious whirl of color and light, destroying all who oppose it.

Radiant Dragon Wyrmling

Medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4
Skills Religion +4, Perception +4, Stealth +2
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Radiance. As a bonus action, the dragon can radiate a burst of magical light, which sheds bright light in a 60-foot radius. If any of this light overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Energize (3/day). The dragon casts one of the following spells without material components: *cure wounds*, *lesser restoration*, or *greater restoration*.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Force Wave. The dragon exhales pure spirit in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon exhales brilliant light in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be blinded for one minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rust Dragon

Rust dragons are native to the Infernal Battlefield of Acheron. They are creatures of tarnished metal, embodying forces of decay and corruption. Some Prime Material sages posit some connection between these fiendish monstrosities and the relatively innocuous rust monster.

Rust dragons bear a strong resemblance to the metallic dragons of the Material Plane, but appear covered in rust, tarnish, or verdigris. Though some rust dragons resemble copper dragons and others silver or brass, individual rust dragons' abilities do not differ. Their scales appear pitted and lined with corrosive color, and the membranes of their wings are very thin and iridescent.

On their native plane of Acheron, rust dragons have an ample food supply in the endless iron cubes the size of continents floating in the void. When drawn to the Material Plane, rust dragons seek out veins of metal in underground caverns, making them particularly loathed by miners.

Rust dragons feed on corroded metal, but enjoy fresh meat (particularly vermin) to cleanse the palate between ores.

Rust dragons are not the furious forces of nature that pyroclastic dragons are, nor are they violently insane like howling dragons. Rather, they are simply hungry, and they attack carefully with their goal clearly fixed in mind. They do not tolerate too much interference in pursuit of that goal, and readily break off from combat if a meal proves to be more trouble than it's worth.

Styx Dragon

Also known as shadowdrakes or darkwyrms, Styx dragons haunt the putrid waters of the River Styx throughout its nearly infinite length. One of the few creatures immune to the harmful effects of the river, Styx dragons swim with impunity across the top layers of all the Lower Planes, feasting on fiends and any other creature they can find and catch.

A Styx dragon has a long, serpentine body with tiny, flipper-like claws that are useless on land or in combat. Its wings are too small to carry it aloft, but help to propel it through the water. Its tail splits into two long,

Young Rust Dragon

Large dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +4, Cha +5
Skills Perception +7, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Rusting Scales. The dragon is resistant to any damage from metal weapons. Additionally, any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 rust penalty to damage rolls. If an item's rust penalty ever drops to –5, the item is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

Actions

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and a piece of nonmagical metal equipment (armor, weapon, or shield; the target's choice) takes a -1 rust penalty.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Corrosive Acid. The dragon exhales consumptive acid in a 30-foot line. Each creature in that line must make a DC 15 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Rusting Breath. The dragon exhales rust in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 31 (7d8) acid damage and all metal items the creature is wearing or carrying take a -2 rust penalty. On a successful save, the creature takes half as much damage and there is no rust penalty.

bladed whips that it can use to slash and grab its prey. A styx dragon's scales are slimy and range from dark brown to rusty red in color. Its eyes glow with a lurid yellow light.

Styx dragons make their lairs by burrowing into the mud on the banks of the Styx. They do not like to leave their native planes, but if one is forcibly brought to the Prime Material, it will thrive in fetid water.

Styx dragons normally subsist on the flesh of fiends, but enjoy eating any meat - particularly rotting carrion.

Ancient Styx Dragon

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)
Hit Points 409 (21d20 + 189)
Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	29 (+9)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +9, Con +16, Wis +8, Cha +12
Skills Perception +15, Stealth +9
Damage Immunities acid, psychic
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Abyssal, Draconic, Infernal, telepathy 60 ft.
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead

Styx Adaptation. The dragon is immune to the harmful effects of the River Styx.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three bite attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage. On a hit, the dragon can grapple the creature (escape DC 24) as long as the creature is at least one size category smaller than it. The dragon can grapple one other creature, for a total of two, if both creatures are Large or smaller. A creature is restrained while grappled in this way.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Master of the Depths (1/Day). The dragon magically summons 1d4 **giant octopi**, **giant sharks**, or **giant crocodiles**.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales sticky acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 70 (20d6) acid damage as they are covered in acid. On a successful save, the creature takes half as much damage and isn't covered in acid. A creature that starts its turn covered in this acid takes 10 (3d6) acid damage. A creature can use its action to get the acid off.

Stygian Breath. The dragon spews a liquid, similar to that found in portions of the river Styx, in a 90-foot cone. Each creature in that area must make a DC 24 Wisdom saving throw. On a failed save, the creature takes 58 (13d8) psychic damage and is stunned until the end of its turn. On a successful save, the creature takes half as much damage and isn't stunned.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Stygian Swipe. The dragon sweats through its tail and makes a tail attack. On a hit, the target must make a DC 24 Constitution saving throw or contract Stygian Wasting. Symptoms include flesh rotting away and hair falling out, among other things. Incubation lasts 1 day, and symptoms rarely show before then. A creature can make the saving throw again at each dawn, and must succeed three days in a row to recover without the aid of magic.

Paralyze Soul. The dragon chooses a humanoid within 120 feet of it that it can see. The humanoid must succeed on a DC 20 Wisdom saving throw or be paralyzed for 1 minute. A humanoid can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Waters of Unmindfulness (Costs 2 Actions). The dragon sends a wave of water droplets suspended in psychic force away from itself in a 60-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 20 Intelligence saving throw or have their Intelligence and Charisma scores become 1 for 1 minute. While their scores are reduced in this way, they lose the ability to cast spells, activate magic items, understand language, or communicate in any intelligible way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tarterian Dragon

The wardens of Carceri, tarterian dragons are native to the prison plane. They are skeletally gaunt, with leathery scales stretched tight over withered-looking flesh. Their wings have a tattered appearance, though they can fly fast and ably. With long, black teeth and claws, tarterian dragon scales form a striped pattern of black, grey, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Tarterian dragons inhabit a wide range of environments on their native plane, from the streaming jungles of Cathrys (the second layer) to the cruel mountains of Colothys (the fourth layer). Similarly, when they make their way to the Material Plane, they can dwell comfortably in almost any locale. They delight in reproducing the jailhouse atmosphere of Carceri whenever they find themselves on the Material Plane.

Tarterian dragons are accustomed to a diet of fiendish flesh and condemned souls. They do not enjoy other food, but, like most dragons, can live on literally anything.

A tarterian dragon's favorite treasure is a guilty, unwilling prisoner.

Ancient Tarterian Dragon

Gargantuan dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	27 (+8)	18 (+4)	16 (+3)	21 (+5)

Saving Throws Dex +8, Con +15, Wis +10, Cha +12
Skills Insight +10, Perception +17, Stealth +8
Damage Immunities force
Condition Immunities paralyzed, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Abyssal, Draconic, Infernal
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Weapons. The dragon's natural weapon attacks count as magical for the purpose of overcoming resistance or immunity to nonmagical attacks.

Planar Agility. The dragon is unaffected by difficult terrain, and magic cannot reduce its speed nor cause it to be paralyzed or restrained. The dragon can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Being underwater also imposes no penalties on the dragon's movement or attacks.

Tarterian Will. The dragon has advantage on saving throws against being charmed

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20). It can cast the following spells without material components:

At will: *maze, Otiluke's resilient sphere*
3/day each: *imprisonment*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Disruptive Force. The dragon exhales forceful energy in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Strength saving throw. On a failed save, the creature takes 35 (10d6) force damage plus 35 (10d6) bludgeoning damage and is pushed 30 feet away from the line. On a successful save, the creature takes half as much damage and isn't pushed.

Cone of Apathy. The dragon exhales noxious gasses in a 90-foot cone. Each creature in that area must succeed on a DC 23 Wisdom saving throw or have disadvantage on saving throws, attack rolls, and ability checks based on Strength, Dexterity, or Charisma, for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

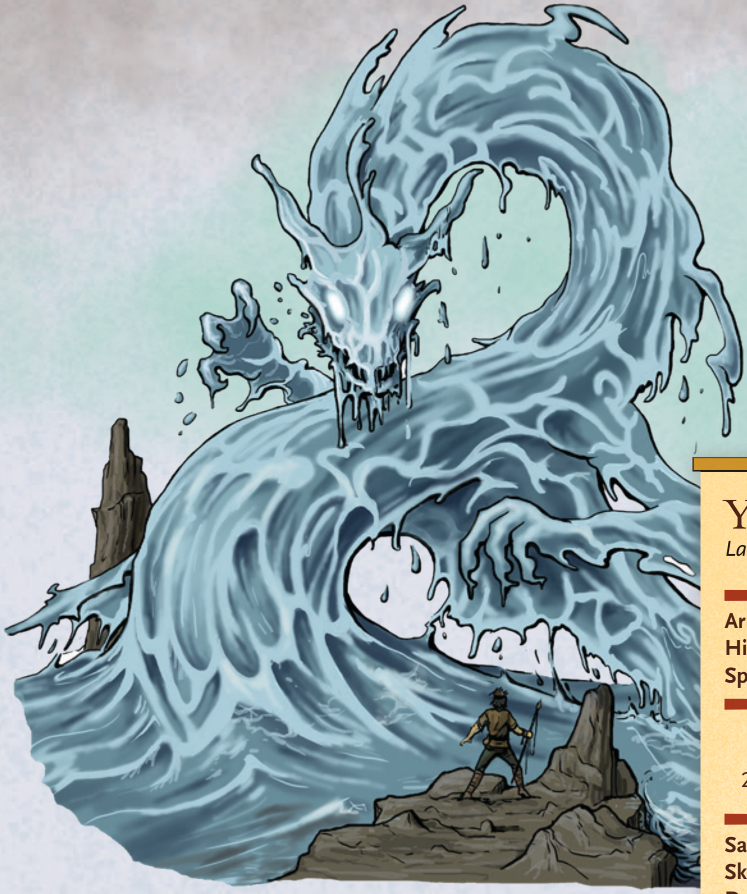
Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Entrap (Costs 2 Actions). The dragon casts *Otiluke's resilient sphere* or *maze*.

Incarcerate (Costs 3 Actions). The dragon casts *imprisonment*.



Tempest Dragon

Composed entirely of water, this dragon is native to the Elemental Chaos. Churning with the power of hurricanes and maelstroms, tempest dragons visit ruin wherever they travel.

Perhaps the most clever of elemental dragons, it can assume any shape it desires but prefers to adopt the form of a transparent blue dragon. Tangles of seaweed and sweeps of sand are suspended within its oddly bright body. Their malleable form and love for storms hide an unexpected reality: they are weak to percussive energies, which easily rupture their fluid bodies.

To a tempest dragon, the greatest treasure is a clean, peaceful environment that it can wreak utter devastation upon. Always seeking to tear down buildings and flood streets, it especially prefers to terrorize urban areas in coastal areas. Older tempest dragons gain the ability to electrocute creatures submerged in their watery aura, something they are particularly fond of doing.

Young Tempest Dragon

Large dragon, neutral

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +3, Cha +5
Skills Athletics +9, Perception +6, Stealth +3
Damage Vulnerabilities thunder
Damage Immunities cold, lightning
Condition Immunities grappled, petrified, prone, restrained
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic, Primordial (Aquan)
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Elemental Nature. The dragon doesn't require air, food, drink, or sleep.

Watery Aura. The dragon creates difficult terrain in a 10-foot radius around the dragon. When a creature enters or starts its turn in the difficult terrain, it must make a Constitution saving throw or take 10 (3d6) cold damage and be stunned until the beginning of its turn.

Actions

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Storm Cone (Recharge 5–6). The dragon exhales a condensed storm in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 40 (9d8) lightning damage and is stunned for 1 minute. On a successful save, the creature takes half as much damage and isn't stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Swirling Tempest. When the dragon takes damage, it can force each creature in the watery aura to make a Strength saving throw or be moved to another space of its choice in the watery aura.

Wretch Dragon

Native to the dark parts of the Feywild, wretch dragons are descendants of purple dragons enslaved by fomorians, who brought them to the home of the Unseelie hundreds of generations ago. In that time, they have been twisted by the plane's energies to grow corpulent on the rancid leavings of their masters. Far bulkier than their material counterparts, wretch dragons have thick fat covering their muscular frames.

Hatched within special enclosures inside fomorian cities, wretch dragons are raised on a special diet to speed their growth. As cunning as they are disgusting, wretch dragons work closely with their fomorian masters to guard the city's valuables from unwanted intruders. Wretch dragons can occasionally be found living away from fomorian cities in the depths of the Feywild's Underdark.

Adult Wretch Dragon

Huge dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 216 (16d12 + 65)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	21 (+5)	15 (+2)	21 (+5)

Saving Throws Dex +7, Con +13, Wis +8, Cha +11
Skills Perception +14, Stealth +7
Damage Resistances necrotic
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 240 ft., passive Perception 24
Languages Draconic, Sylvan, Undercommon
Challenge 17 (18,000 XP)
Proficiency Bonus +6

Burst of Filth. When the dragon takes damage, it unleashes a shower of filthy secretions. All creatures within 5 feet of the dragon must succeed on a DC 21 Constitution saving throw or take 12 (3d8) necrotic damage as they are covered with this secretion. A creature that starts its turn covered in this filth takes 7 (2d6) psychic damage. A creature can use its action to wipe the secretions off.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) necrotic damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warping Breath (Recharge 5–6). The dragon exhales a physically and mentally distorting pulse in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature takes 67 (15d8) psychic damage and is teleported up to 30 feet to an unoccupied space of the dragon's choosing on solid ground. On a successful save, the creature takes half as much damage and isn't teleported.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turns.

Tail Attack. The dragon makes a tail attack.

Wretched Curse. The dragon chooses up to 5 creatures within 60 feet of it and forces each of them to make a DC 19 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) psychic damage and moves 10 feet closer to the dragon (provided that it can do so). If one or more creatures move within reach of the dragon, the dragon can also make a single melee attack against one of them. On a successful save, the creature takes half as much damage and doesn't move.

Internal Churning (Costs 2 Actions). The dragon rolls to recharge its Warping Breath

Dean Spencer

Other Dragons

From twisted brain stealing abominations to mysterious dragons that wish for nothing more than the chance to perform, some dragons simply don't fall into the regular categories. For those that follow their own rules, we have presented them here labeled as "Others." These oddities present unique options for encounters, both combative and roleplay interactions that could only occur in the unique life of an adventurer.

Air Dragon

Very rarely, adventurers have contacted incorporeal dragons known as air dragons. These spectral dragons only engage in combat as a last resort, and prefer to throw gravity back and forth centered on themselves as their main tactic.

Air dragons seem to be dragons that endured their lifespan and separated their anima from their body without sending the anima to the afterlife. While the details of this process are unknown to even most dragons (Many dragons have made it their life's work to learn these secrets, and have spent millenia searching, experimenting, and eventually dying, in vain) there is enough evidence to show that they truly do exist. An air dragon uses any adult or older true dragon stats with the following changes.

Alignment. At least one aspect of the dragon's alignment is neutral.

Isolated Anima. The dragon loses any ability to cause damage from bodily attacks such as claws or bites. It retains all of its other traits, abilities, actions, etc., but may be limited in using them due to its incorporeal form.

Damage Adjustments. The dragon has resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks. It is also immune to poison damage.

New Spell: Reverse Gravity. The dragon knows *reverse gravity* and can cast it at will without requiring any components. The spell has the normal effect, except that the dragon can orient the area in any direction to cause creatures and objects to fall toward the dragon or the end of the area.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Brainstealer Dragon

Life: a series of events a creature experiences. However, for the twisted abominations that are brainstealer dragons, life is a game they intend to win.

Horrors of the Mind. Mind flayers are known for tampering with many creatures and attempting to bend them to their control. The likes of beholders, purple worms, and even dragons have been tested on and forced beneath the acid pools of an illithid colony only to emerge something far beyond what they once were. Dragons, in keeping with their arcane nature, often turn against the elder brain of a colony, never to be controlled by what transformed them.

Deep Abominations. The only remaining semblance of this creature's former dragon lineage is its size and the molted, small, purplish scales. Even its head has been transformed into a mass of tentacles with two glowing, bloated, white orbs serving as its eyes resting atop. Its wings are fleshy layers of skin, barely capable of flight. While having lost its bite, a brainstealer does what its name implies and devourers the brains of other creatures for sustenance. Pulling them into a stunning embrace before feeding on the minds of the poor creatures that stumbled across it.

Manipulating the Manipulators. Brainstealer dragons were forever changed by the illithids, inheriting the crave for power, control, and a deep understanding of how others act and feel. Once free of the illithid's shackles, a brainstealer dragon begins planning the control of the colony, by any means necessary. While often hunted by the illithids, it's not uncommon to find that the hunter has become the hunted as an ancient or older brainstealer dragon may be behind every move an illithid colony makes.

Cerilian Dragon

The cerilian dragons are massive, volatile, arrogant, and extremely powerful and impressive, even compared to the majority of dragons. They are not fond of humanoids, and are powerful innate draconic spellcasters. Their frightening presence also extends farther and affects those around them with even greater effect, a fact they are unlikely to overlook in combat.

A cerilian dragon can use any acid- or fire-breathing dragon stats, with the following changes.

Alignment. Its alignment may be different

Beings of Power. If the dragon's Charisma score is not its highest ability score, its Charisma score increases to match the highest ability score.

Immense. The dragon is twice as big, and increases its size category by one.

Cultural Disdain. The dragon does not speak Common

Terrifying. The range at which the dragon can affect creatures with its Frightful Presence increases by 50%, and the save DC increases by an amount equal to the dragon's proficiency bonus.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC = 8 + the dragon's proficiency bonus + the dragon's Charisma modifier). It can innately cast a number of spells and cantrips equal to its Charisma score, so long as the level for the spell is not greater than the dragon's Charisma modifier, requiring no material components. It can cast each spell a number of times per day equal to half the dragon's challenge rating minus the spell's level, rounded down (minimum of once). This is in addition to any other spellcasting already provided by the original stat block.

New Action: Empowered Breath (Recharge 5-6). The dragon's breath weapon deals additional fire damage equal to half of the original acid damage (in addition to the original acid damage) or vice versa if the stat block was originally for a fire-breathing dragon.

Force Dragon

Force dragons find the presence of lesser creatures intensely annoying. They hold a special hatred for gnomes due to their reputation for being loquacious and outgoing. Force dragons hate those qualities above all else in others. A visiting party containing a gnome is likely to have an ice cold reception. A visiting party which is all or mostly gnomes may be forced to leave lest they rouse the wrath of the dragon. Force dragons prefer isolation where they can meditate and observe their domains in peace. The only creatures force dragons really tolerate are prismatic dragons and deities.

Legendary Hide. A force dragon's scales are translucent and hard as diamonds. They learn to bend light as wyrmlings, making them difficult to see even at an early age. By the time the dragon has lived for a century, it has learned to become invisible at will. Force dragons also learn to control force energy as they age, slowly attuning to it so completely that their very body begins to become pure manifestations of force.

Adult Brainstealer Dragon

Huge dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	21 (+5)	18 (+4)	16 (+3)

Saving Throws Dex +6, Con +9, Int +10, Wis +9, Cha +8
Skills Deception +6, Perception +14, Stealth +6, Survival +9
Damage Immunities acid, psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Deep Speech, telepathy 120 ft., Undercommon
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

3/day each: *charm monster, detect thoughts, levitate, suggestion*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes five melee attacks: three with tentacles and two with its claws.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Extract Brain. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one incapacitated humanoid grappled by the dragon. *Hit:* The target takes 105 (10d20) piercing damage. If this damage reduces the target to 0 hit points, the dragon kills the target by extracting and devouring its brain.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 10 (1d10 + 5) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 18) and must succeed on a DC 18 Intelligence saving throw or be stunned until this grapple ends. Until the grapple ends, the dragon can't use this tentacle on another target. A creature can repeat the saving throw at the end of each of its turns, and is no longer stunned on a success. The dragon has three tentacles.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Mind Blast (Recharge 5–6). The dragon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 50 (10d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Hold. The dragon tightens its grip on a creature it is grappling. The target is now restrained.

Mind Reader. The dragon casts *detect thoughts* using its Innate Psionics

Tail Swipe (Costs 2 Actions). The dragon spins and swings its tail against all creatures in a 15-foot radius. All creatures in the area must succeed on a DC 18 Dexterity saving throw or be knocked prone. The dragon can then move up to half its speed.

Sustenance. Force dragons eat very little food for a creature of their size. Some sages believe force dragons can subsist on nothing more than the ambient magic of the world. An oddity of force dragons is their lack of an odor, even when one would be expected.

A Force Dragon's Lair. While the exact details are not completely understood, those few who have ventured within a force dragon's lair have noted that the dragon can create effects similar to both the *forcecage* spell and the *magic missile* spell, using both with great efficiency. When a force dragon becomes weary of the creatures that have found their way to its home, it can create a barrier of force that moves through the area, pushing unwelcome visitors out of the lair and depositing them outside of the entrance. Those who are forced out in this way rarely try to re-enter.

Prismatic Dragon

Prismatic dragons are friendly, outgoing, and fantastic singers. They have the confidence of a creature that knows they could slaughter demigods. Prismatic dragons love visitors to their lairs and form lasting friendships with mortals that can tell a fascinating story or cunning riddle. Prismatic dragons rarely attack if they are not provoked.

Magnificent Presence. A prismatic dragon's scales seem to somehow attract and reflect light. Their scales are small, but harder than diamonds. The dragon is always surrounded by a halo of multicolored light. Like force dragons, prismatic dragons are completely odorless. Prismatic dragons feed off of light and only require minute amounts of food or water.

A Prismatic Dragon's Lair. Prismatic dragons lair wherever they please, and different prismatic dragons may have lairs in a wide variety of locales. A consistent theme is gem-inlaid walls. These gems can magically emit a light that incapacitates enemies. They also frequently use intense explosive magics such as supercharged versions of the *disintegrate* and *sunburst* spells in defense of their inner sanctums.

Ancient Force Dragon

Gargantuan dragon, neutral

Armor Class 24 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	27 (+8)	26 (+8)	28 (+9)

Saving Throws Str +18, Dex +8, Con +17, Wis +16, Cha +17
Skills Athletics +18, Intimidation +17, Perception +24, Stealth +17
Damage Resistances acid, cold, fire, lightning, psychic
Damage Immunities force, poison, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., darkvision 120 ft., passive Perception 34
Languages Common, Draconic, telepathy 240 ft.
Challenge 26 (90,000 XP)
Proficiency Bonus +8

Deflecting Force. The dragon has advantage on all saving throws

Invisibility. The force dragon is naturally invisible. This invisibility cannot be dispelled, nor does the dragon become visible in an antimagic field. The force dragon can end or restart this effect on itself at will.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead

Shattering Force. If a melee weapon attack roll against the dragon shows a 1 on the die, the weapon is charged with intense reverberating force. If the weapon is nonmagical, it shatters beyond nonmagical repair. If it is magical, the wielder must succeed on a DC 25 Strength saving throw or the weapon shatters beyond nonmagical repair. This has no effect on unarmed strikes or natural weapons.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 22 (4d10) force damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 +10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 150 feet of the dragon and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cone of Force (Recharge 5-6). The dragon exhales a 120-foot cone of force. Creatures in that area must make a DC 25 Constitution saving throw, taking 132 (24d10) force damage on a failed save, or half as much on a successful one. Creatures reduced to 0 hit points by this attack are blasted apart and are killed.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Phase. The dragon slips through the Ethereal plane and immediately reappears in an unoccupied space within 100 feet.

Tail Attack. The dragon makes a tail attack.

Wall of Force (Costs 2 Actions). The dragon creates a *wall of force* that lasts for 10 minutes. The dragon does not need to concentrate to maintain the wall.

Red Hawk Dragon

Red hawk dragons are unique in that their hind legs are thick and strong (while their front legs are small and weak) and they are feathered as well as scaly. Wyrmlings hatch with massive amounts of thick red down and some of this soft fluff grows into long feathers as the dragon matures. Scales don't even begin to appear on the dragon's body for several years as all of the dragon's pigment slowly changes to a deep maroon with age. An adult red hawk dragon has lost much of the body down in exchange for scales, though it's wings and tail stay fully feathered throughout its life. Red hawk dragons also have inherent mutations that are individual to each dragon. These differences have led these dragons to be much more socially accepting and connected, and they are among the friendliest of all the dragons.

Red hawk dragons have perplexed scholars for centuries, as they seem to have very few specific traits beyond the general dragon commonalities. An adult red hawk dragon may be able to induce sleep like a brass dragon, while its mate may possess the water fire of a lung dragon. Things are further perplexing when the offspring of these two dragons have neither ability; they instead have psionic abilities, or may have an elemental nature that does not require physical sustenance. A red hawk dragon uses any dragon's stats with the following changes.

Alignment. The dragon's alignment is lawful neutral

Vestigial Forelimbs. The dragon lacks any ability that requires it to use its forelimbs for anything beyond mundane tasks.

New Action: Fire Breath (Recharge 5-6). The dragon has a Fire Breath Weapon identical to that of a **brass dragon** of the same age.

Mutations. The dragon may possess some, all, or none of the abilities from its original stat block, and may have one ability from any other dragon.

Ancient Prismatic Dragon

Gargantuan dragon, neutral

Armor Class 24 (natural armor)
Hit Points 574 (28d20 + 280)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	29 (+9)	28 (+9)	30 (+10)

Saving Throws Str +18, Dex +8, Con +18, Int +17, Wis +17, Cha +18
Skills Intimidation +18, Perception +25, Persuasion +18, Stealth +8
Damage Resistances acid, cold, lightning, poison, thunder
Damage Immunities fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 35
Languages Common, Draconic, telepathy 240 ft.
Challenge 28 (120,000 XP)
Proficiency Bonus +8

Dazzling Aura. Prismatic dragons emit bright light out to 120 feet and dim light for 120 feet. This light dispels magical darkness and any illusion school spell that overlaps with its radius. Any attack originating within 240 feet of the dragon is made with disadvantage, due to the light's intensity.

Deflecting Force. The dragon has advantage on all saving throws.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Regeneration. The dragon regenerates 30 hit points at the start of its turn. If the dragon takes 15 points or more of necrotic damage, this trait doesn't function at the start of the dragon's next turn. The dragon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 28 (8d6) radiant damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 150 feet of the dragon and aware of it must succeed on a DC 29 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Energy Blast (Recharge 5-6). The dragon exhales a raging maelstrom of chaotic energy in a 150-foot cone. Creatures in the cone must make a DC 26 Constitution saving throw, taking 27 (5d10) acid damage plus 27 (5d10) cold damage plus 27 (5d10) fire damage plus 27 (5d10) lightning damage on a failed save, or half as much one a successful one. The cone of energy is so infused with chaotic energy that it ignores resistance and treats immunity as resistance to these damage types.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Fly. The dragon flies up to half its fly speed without provoking opportunity attacks.

Burst of Radiance (Costs 2 Actions). The dragon scales glow, magnifying even the smallest amount of light and dazzling nearby creatures. Creatures within 120 feet of the dragon must succeed on a DC 25 Constitution saving throw or be stunned until the end of their next turn.

Song Dragon

Walking in the streets and drinking in the taverns alongside other humanoid creatures is where the rare song dragon finds its day to day life. Many spend time as bards, storytellers, or even the occasional adventurer due to their ability to take on the appearance of a young to mid-life female human. When a song dragon does assume their draconic form they appear as a more slender and sinuous version of a copper dragon, with strikingly beautiful iridescent blue to silver scales.

Innate Bards. Song dragons most often enjoy life as a simple bard, performing in taverns and inns across the world, rarely using their draconic abilities unless necessary. They learn powerful magic capable of healing and inspiring crowds and can innately cure near any wound given enough time.

Wandering Curiosity. Song dragons often settle down in one city and make a place for themselves, taking jobs as bards, cleaners, maids, and sometimes acting as nobles. While a song dragon's humanoid form is always the same appearance, they often use alter self to appear as anyone they like. Moving from home to home, and experience to experience, only assuming their draconic form to feed on wild nomadic herds of cattle or other animal prey. Some song dragons have been so convincing in their humanoid form that they have fooled even Elminster, among other mages. Since the effect is physical and not magical it is almost impossible to detect and several song dragons live within the largest city's populations.

No Greed Nor Arrogance. Unlike most dragons, song dragons usually don't develop a hoard, except for wealth they earn through working or from gifts. Many are extremely confident in themselves but hold no arrogance when it comes to matters of battle. Song dragons are likely to plan, trap, scry, and prepare more than other dragons, and some have set dozens of glyphs within their housing or even established secret rooms or stairways.

Adult Song Dragon

Huge dragon (shapechanger), chaotic good

Armor Class 21 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	20 (+5)	21 (+5)	23 (+6)

Saving Throws Dex +5, Con +8, Wis +10, Cha +11
Skills Deception +11, Intimidation +11, Perception +15, Performance +11, Persuasion +11
Damage Immunities lightning, poison
Senses blindsight 60 ft., darkvision 120 ft., truesight 15 ft., passive Perception 25
Languages All
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into a Medium female human, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *alter self, bless, charm person, cure wounds, light, speak with animals*
3/day each: *blink, darkness, feather fall, lesser restoration*
1/day each: *dominate person, modify memory, teleport*

Actions

Multiattack (Dragon Form only). The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite (Dragon Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws (Dragon Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail (Dragon Form Only). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence (Dragon Form Only). Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Electrifying Breath (Dragon Form Only; Recharge 5-6). The dragon exhales poisonous electrified gas in a 60-foot cone. Each creature in that area takes 16 (3d10) lightning damage and must make a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of turns.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack (Dragon Form only). The dragon makes a tail attack.

Cast Spell (Costs 2 Actions). The dragon casts a spell it has available from its innate spellcasting trait.

Vishap Dragon

A dragon with no magical abilities, no flight, and no treasure hoard should be an easy opponent, right?

Deceptive by Nature. Incredibly agile and deceptive, the vishap is a master of surprise. Using its unique ability to change the color of its scales to perfectly blend into its surroundings, it can present itself as nothing more than a large lizard. When, in reality, a vishap is as fast on its feet as its tongue is sharp, drawing creatures in with the promise of an easy target before striking with extraordinary power and speed.

Nature's Perfect Predator. Unlike nearly every other dragon in existence, a vishap presents none of the magical abilities, traditional breath weapons, or fearful presence that most dragons do. Their one unique feature, a sleep breath, is actually fully biological and is not able to be suppressed by anti-magic fields. With a bite as powerful as its flying cousins (and speed to match), a vishap is a force to be reckoned with, using its powerful tail to disable foes.

Lying in Wait. Often living in shallow, open caverns that present a commanding view, vishaps watch for prey and enemies almost constantly. Often working with other vishaps to enslave entire villages, using them to provide food and gather worship. Ancient or older vishaps are recorded as being so good at lying they could deceive angels and even gods with their wit.

Adult Vishap

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 168 (16d12 + 64)
60 ft., burrow 40 ft., climb 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	19 (+4)	11 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +9, Con +9, Wis +6, Cha +8
Skills Deception +13, Perception +11, Stealth +9
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 21
Languages Common, Draconic, Dwarvish, Elvish, Giant
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Fortified Mind. The dragon can't be charmed or affected by enchantment spells unless it wants to be.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Sleep Breath (Recharge 5-6). The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if it takes damage or someone uses an action to wake it. This breath weapon has no effect on constructs or undead.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of turns.

Tail Attack. The dragon makes a tail attack.

Invisibility. The dragon magically turns invisible until the start of its next turn.

Tail Swipe (Costs 2 Actions). The dragon swings its tail against all creatures in a 15-foot cone. All creatures in the area must succeed on a DC 20 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.

Deity Avatars

The following are examples of dragon gods who may interact with their devotees more frequently than some others, and so stat blocks are provided here for your convenience. These are not meant to encapsulate the full range or spectrum of their power, and different myths or legends might mention additional abilities. Feel free to expand upon these stat blocks as you see fit, such as adding Divine Awareness to Bahamut's traits or additional spells to Sardior's Innate Spellcasting.

Bahamut and Tiamat, while immensely powerful, are easily cowed by the mighty Asgorath, also known as Io. To avoid the wrath of an even mightier god, these two often focus much of their conflict around realms that are distant from and rarely visited by their superiors. This is one reason why Bahamut and Tiamat can be so keenly and widely known in a world, while the name Asgorath is completely foreign to the vast majority of the world's population.

Quasi-deities, on the other hand, are divine beings who barely qualify as deities. As gods, they are immensely powerful, but they don't hear or answer prayers, they don't directly grant spells to clerics or other worshipers, and they do not maintain any direct control over mortal realms any more than the mortals that occupy them. Many gods have followings of differing sizes and strengths on different worlds–meaning that a deity may very well have a range in power and influence, rather than a set rank amongst the gods, depending on the world in question.

The exact rank of the following gods is intentionally not mentioned here, though none of them would be greater gods–meaning that all of them can theoretically be brought to an end. Most frequently though, when a deity drops to 0 hit points or dies, it enters a state known as "discorporation" instead of truly dying. "Discorporation" usually lasts for at least a few months, but can continue for years. The deity is weaker during this time, but it is far from gone. If someone wishes to truly kill a deity, they must fulfill one or more conditions specific to that deity. These conditions could be to destroy a sacred site particularly important to the deity, magically cut off the deity's influence from the rest of creation, or find an artifact that can bring about the end of the deity's existence. You can find more about how to use gods in your games in chapter 1 of the *Dungeon Master's Guide*.

Bahamut

Though the deity can appear in many forms, Bahamut is usually portrayed as a powerful male dragon with platinum scales–the form he most often takes when going into battle. Bahamut is known as both "The Grandfather of Dragons" and "The Lawbringer," amongst other titles, but is most often simply called "The Platinum Dragon."

Bahamut is famous in some circles as a frequent traveler amongst the planes, usually taking the form of a wise old sage surrounded by seven canaries. Some of his followers have latched on to this idea with surprising fervor, and go so far as to portray themselves as wizened elders in an effort to understand Bahamut more completely. When it actually is Bahamut, he is eager to offer advice that borders on prophetic, and closely watches the subjects of his interest to further understand one of his favorite topics: worthiness.

When Bahamut is not sojourning, he lairs in a grand palace on the positive plane of Celestia. He often holds trials here, either to mete punishment for those that have done evil, or to determine the reward for those who have made the pilgrimage to stand before him. When he does so, Bahamut calls on his seven companions to act as peer insight, and it is not a rare occasion that he eventually calls for trial by combat to test the defendant(s) himself. This serves multiple purposes; giving bahamut further understanding on the concept of worthiness, prodding for determination to denounce evil, testing a worshiper's willingness and resolve, and more.

However, when Bahamut finds himself personally acting against evil in mortal spheres, he is far more reserved. Similar to how the great platinum dragon will take the form of a human to walk amongst mortals, he also opposes evil almost entirely behind the scenes. When he does act in the open though, his power is a sight not soon forgotten, and his ability to bolster those around him is unmatched. The power and influence of Bahamut is most often found opposing evil, especially the influence of Tiamat and her cults, and is always willing to band together with those who are furthering his same goals.

Bahamut

Gargantuan celestial, lawful good

Armor Class 25 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	27 (+8)	28 (+9)	30 (+10)

Saving Throws Dex +9, Con +19, Wis +18, Cha +19
Skills Arcana +17, Athletics +19, Insight 18, Perception +27, Persuasion +19, Religion +17, Stealth +9
Damage Immunities acid, cold, fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned
Senses blindsight 90 ft., darkvision 240 ft., passive Perception 37
Languages Celestial, Common, Draconic, telepathy 120 ft.
Challenge 30 (155,000 XP)
Proficiency Bonus +9

Celestial Weapons. Bahamut's weapon attacks are magical, and when he hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Discorporation. When Bahamut drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in Mount Celestia, and he is unable to take physical form for a time.
Legendary Resistance (5/Day). If Bahamut fails a saving throw, he can choose to succeed instead.
Limited Magic Immunity. Unless he wishes to be affected, Bahamut is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.
Regeneration. If Bahamut has at least 1 hit point, he regains 30 hit points at the start of his turn.
Innate Spellcasting. Bahamut's innate spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *awaken*, *globe of invulnerability*, *resurrection*, *sunburst*
3/day each: *foresight*, *mass heal*, *wish*

Actions

Multiattack. Bahamut can use his Frightful Presence. He then makes three melee attacks: one with his bite and two with his claws.
Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 27 (6d8) radiant damage.
Claws. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 27 (6d8) radiant damage.
Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 27 (6d8) radiant damage.
Frightful Presence. Each creature of Bahamut's choice that is within 240 feet of Bahamut and aware of it must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Bahamut's Frightful Presence for the next 24 hours.
Breath Weapon (Recharge 5-6). Bahamut uses one of the following breath weapons:

Cold Breath. Bahamut exhales a blast of pure cold in a 240-foot cone. Each creature in that cone must make a DC 27 Constitution saving throw. On a failed save, the creature takes 105 (10d20) cold damage, is pushed 30 feet, and is incapacitated for 1 minute. On a successful save, the creature takes half as much damage and isn't pushed or incapacitated. An incapacitated creature can repeat the saving throw at the end of each of its turns, freeing itself on a success.
Disintegration Breath. Bahamut exhales a line of pure power in a 300-foot line that is 15 feet wide. Creatures within the line must make a DC 27 Dexterity Saving throw, taking 126 (12d20) force damage on a failed save, or half as much damage on a successful one. Creatures reduced to 0 hit points by this damage are disintegrated into nothingness and cannot be revived by any means short of a wish spell.
Change Shape. Bahamut magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he is discorporated. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bahamut's choice).

In a new form, Bahamut retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except for any class features or legendary actions of that form.

Legendary Actions

Bahamut can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bahamut regains spent legendary actions at the start of his turns.

Celestial Power. Bahamut chooses up to 3 creatures that he can see and forces them to make DC 27 Wisdom saving throws. On a failed save, a creature is permanently polymorphed into a weightless cloud of glimmering golden mist and suffers a level of exhaustion. While in this form of glimmering golden mist, a creature is stunned, does not impede other creature's movement, and is also immune to all nonmagical damage. A creature that is polymorphed into a golden mist can repeat the saving throw at the end of each of its turns, returning itself to its normal form on a success.
Tail Attack. Bahamut makes a tail attack.
Cast a Spell (Costs 2 Actions). Bahamut casts a spell from his innate spellcasting
Reinforce (Costs 2 Actions). Bahamut chooses up to 10 creatures within 30 feet of himself, and divides 100 hit points among them. Each targeted creature instantly has any and all adverse effects (such as poisons, diseases, petrifications, curses, exhaustion, or reduction to hit point maximum or ability scores) neutralized and regains a number of hit points equal to the number it was assigned.
Divine Eminence (Costs 3 Actions). Bahamut roars with a power to shake the cosmos. Creatures that have succeeded against Bahamut's Frightful Presence are not immune to its effects until the end of Bahamut's next turn. Each creature of Bahamut's choice within 240 feet must also immediately make a DC 27 Wisdom saving throw. On a failed save, a creature is stunned until the end of their next turn, and suffers the effects of Bahamut's Frightful Presence.

Gruaghlothor

Gruaghlothor, The Supreme Dragon, is the omniscient leader of the "ferrous" dragons. He is the essence of bygone mighty iron dragon sovereigns, sworn to fight alongside his followers and destroy those who oppose them. According to some legends, he is the first of their kind and has seen other "ferrous" species go extinct, leading to his only goal being the survival–and eventual ascension–of him and those who worship him.

Gruaghlothor's position of power is actually the result of his own system. Families of "ferrous" dragons are grouped together into clans, with each clan being led by the strongest member of the clan. Each of those powerful dragon leaders reports to the most powerful member of their specific species, a powerful great wyrm called a sovereign. This sovereign reports to none other than Gruaghlothor himself, and thus is order maintained. This, along with Gruaghlothor's telepathic connection to every living "ferrous" dragon, constitutes the very means by which the deity not only uses his power, but also obtains it in the first place.

Gruaghlothor has an extreme hatred for red dragons everywhere, as it was red dragons who destroyed his first incarnation. In a gruesome display of violence, a group of red dragons descended upon him and killed the dragon that would become Gruaghlothor. In his dying moments, Gruaghlothor swore an oath that he would end the existence of not just the family lines of the dragons that spelled his demise, but the entire bloodline of all red dragons–no matter the cost. For reasons still not fully understood, the essence of Gruaghlothor indeed did remain, and was able to attach itself to the iron dragon that was most superior after him in terms of power. Gruaghlothor upholds that oath to this day, and never hesitates to destroy a red dragon when he finds one–no matter the cost.

If Gruaghlothor's current avatar dies, his essence finds the next most powerful iron dragon and is expressed through that dragon. The chosen dragon undergoes a metamorphosis which takes exactly one year, and then emerges as The Supreme Dragon, The Leader of the "Ferrous" Dragons, Gruaghlothor. He then will continue to lead the "ferrous" dragons from his lair under the largest mountain in the world, and expect full obedience, as if nothing had happened.

Gruaghlothor

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	25 (+7)	26 (+8)	25 (+7)

Saving Throws Dex +9, Con +19, Wis +17, Cha +16
Skills Athletics +19, Perception +26, Religion +16, Stealth +9
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 36
Languages Common, Draconic, telepathy 60 ft.
Challenge 30 (155,000 XP)
Proficiency Bonus +9

Discorporation. When Gruaghlothor drops to 0 hit points or dies, his body is destroyed but his essence travels to the most powerful of his followers and he is unable to take physical form for a time.

Legendary Resistance (3/Day). If Gruaghlothor fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Gruaghlothor is immune to spells of 3rd level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Gruaghlothor's weapon attacks are magical.

Regeneration. If Gruaghlothor has at least 1 hit point, he regains 30 hit points at the start of his turn.

Solid. Gruaghlothor has advantage on Strength checks and Strength saving throws.

Actions

Multiattack. Gruaghlothor can use his Frightful Presence. He then makes three melee attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Gruaghlothor's choice that is within 120 feet of him and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gruaghlothor's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Gruaghlothor uses one of the following breath weapons:

Sleep Breath. Gruaghlothor exhales sleep gas in a 120-foot cone. Each creature in that area must succeed on a DC 27 Constitution saving throw or fall unconscious for 1 hour. A creature can repeat the saving throw if the creature takes damage or someone uses an action to attempt to wake it.

Superheated Breath. Gruaghlothor exhales superheated sparks in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 55 (10d10) fire damage plus 55 (10d10) lightning damage on a failed save, or half as much on a successful one. A creature wearing metal armor has disadvantage on this saving throw and takes an additional 22 (4d10) fire damage at the start of its next turn, regardless of whether it succeeds or fails.

Change Shape. Gruaghlothor magically polymorphs into a beast or humanoid that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he is discorporated. Any equipment he is wearing or carrying is absorbed or borne by the new form (Gruaghlothor's choice).

In a new form, Gruaghlothor retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except for any class features or legendary actions of that form.

Legendary Actions

Gruaghlothor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turns.

Stone Bolts. Gruaghlothor chooses up to two creatures within 60 feet of him and launches magical stone bolts at them. Each creature must succeed on a DC 27 Dexterity saving throw or take 14 (4d6) bludgeoning damage. A creature who fails this saving throw by 5 or more is also instantly petrified, transformed into solid iron.

Tail Attack. Gruaghlothor makes a tail attack.

Heat Wave (Costs 2 Actions). Gruaghlothor beats his wings, sending unbearable heat in all directions. Each creature within 30 feet of him must make a DC 27 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage plus 14 (4d6) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone. Gruaghlothor can then fly up to half his flying speed.

Sardior

A massive dragon the color of rubies, Sardior is the playful, witty, conversational master of the gem dragons–though both he and his followers use the term "master" lightly, and sometimes even facetiously. Sardior requires very little of his worshipers, and those devoted to him return the favor by not expecting too much directly from him and simply thriving to live a life that reflects his. Sardior loves gems of any kind and is fond of learning new things, though he much prefers being taught something to seeking the information out on his own. He is remarkably easy going, but also does guard many secrets, and not all of them are pleasant.

Sardior's home is a flying castle in the night sky (and only in the night sky) called The Ruby Palace. It flies so high that many who observe it think that it must be a new star, or perhaps a portent of some kind, and often wonder what it means. Within his castle, Sardior has 5 thanes, ancient amethyst, crystal, emerald, sapphire, and topaz gem dragons that he has elevated to work alongside him. In a bygone age, there was also an obsidian dragon, but she was dismissed–supposedly destroyed–and all of her kind were banished. The story behind that remains unclear even to this day.

Sardior holds complete power to make new thanes, and a new thane would even retain the memory of its former equivalents. The only thing that Sardior does not have the power to do is revoke the title. Once a thane is created, it cannot be changed back, only slain. Usually though, this is not spoken of, and the thanes can be found doing the will of Sardior or very occasionally wandering the mortal realms in search of humanoids doing things that they particularly like–whom they reward profusely.

Aside from gem dragons and the thanes, it is uncommon to find someone who is aware of Sardior, much less devoted to him. Those who are are often bards (or very specific clerics) and are welcomed with open and eager arms into the clergy. While most humanoids who follow Sardior are often a bit flamboyant and use lots of jewelry, it surprises many to find that some are particularly powerful. This is partially because Sardior is more than willing to bestow some spells, charms, and other magic abilities to any who truly seek them from him.

Sardior

Gargantuan celestial, neutral

Armor Class 24 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	28 (+9)	27 (+8)	28 (+9)

Saving Throws Dex +9, Con +19, Wis +17, Cha +18
Skills Athletics +19, Insight +17, Perception +26, Persuasion +18, Religion +18, Stealth +9
Damage Immunities fire, force, necrotic, psychic, radiant, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 36
Languages Celestial, Common, Draconic, telepathy 240 ft.
Challenge 30 (155,000 XP)
Proficiency Bonus +9

Discorporation. When Sardior drops to 0 hit points or dies, his body is destroyed but his essence travels back to his castle in the sky, and he is unable to take physical form for a time.
Legendary Resistance (3/Day). If Sardior fails a saving throw, he can choose to succeed instead.
Limited Magic Immunity. Unless he wishes to be affected, Sardior is immune to spells of 3rd level or lower. He has advantage on saving throws against all other spells and magical effects.
Magic Weapons. Sardior's weapon attacks are magical.
Psionic Savant. Sardior can make the casting time 1 action for any of the spells from his Innate Spellcasting.
Regeneration. If Sardior has at least 1 hit point, he regains 30 hit points at the start of his turn.
Innate Spellcasting (Psionics). Sardior's innate spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *glibness*, *mass suggestion*, *resurrection*
3/day each: *astral projection*, *foresight*, *prismatic wall*

Actions

Multiattack. Sardior can use his Frightful Presence. He then makes three melee attacks: one with his bite and two with his claws.
Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.
Claws. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.
Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.
Frightful Presence. Each creature of Sardior's choice that is within 120 feet of him and aware of him must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Breath Weapon (Recharge 5-6). Sardior uses one of the following breath weapons:

Fire Breath. Sardior exhales fire in a 120-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.
Radiant Beam. Sardior releases a beam of divine light in a 240-foot line that is 15 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 82 (15d10) radiant damage on a failed save, or half as much damage on a successful one. Any creature that can see the line must either use their reaction to avert their gaze, or make a DC 27 Constitution saving throw. On a failed save, the creature is blinded for 1d6+1 rounds and is stunned until the end of their next turn. On a successful save, the creature is only stunned. Creatures in the line automatically fail this save, and cannot opt to avert their gaze.

Legendary Actions

Sardior can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turns.

Psionic Superiority. Sardior casts a spell from his innate spellcasting.
Tail Attack. Sardior makes a tail attack.
Subdual (Costs 2 Actions). Sardior screeches, sending psionic waves at up to 3 creatures within 60 feet of him. Each creature must succeed on a DC 26 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. If this damage is not reduced or negated, the creature is also incapacitated until the end of the creature's next turn. Sardior can also choose for this damage to be nonlethal.

Tiamat

Originally printed in Hoard of the Dragon Queen and Rise of Tiamat

The chromatic, female counterpart of Bahamut, Tiamat is the great and terrible dragon queen. Her violent, megalomaniacal followers congregate within the Cult of the Dragon. You can learn more about Tiamat and the Cult of the Dragon in the adventures *Hoard of the Dragon Queen* and *Rise of Tiamat*, by Wizards of the Coast.

Tiamat

Gargantuan fiend, chaotic evil

Armor Class 25 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws Str +19, Dex +9, Wis +17
Skills Arcana +17, Perception +26, Religion +17
Damage Immunities acid, cold, fire lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 36
Languages Common, Draconic, Infernal
Challenge 30 (155,000 XP)
Proficiency Bonus +9

Discorporation. When Tiamat drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Nine Hells, and she is unable to take physical form for a time.
Legendary Resistance (5/Day). If Tiamat fails a saving throw, she can choose to succeed instead.
Limited Magic Immunity. Unless she wishes to be affected, Tiamat is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.
Magic Weapons. Tiamat's weapon attacks are magical.
Multiple Heads. Tiamat can take one reaction per turn, rather than only one per round. She also has advantage on saving throws against being knocked unconscious. If she fails a saving throw against an effect that would stun a creature, one of her unspent legendary actions is spent.
Regeneration. If Tiamat has at least 1 hit point, she regains 30 hit points at the start of her turn.
Innate Spellcasting (3/Day). Tiamat can innately cast *divine word* (spell save DC 26). Her spellcasting ability is Charisma.

Actions

Multiattack. Tiamat can use her Frightful Presence. She then makes three attacks: two with her claws and one with her tail.
Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:*24 (4d6 + 10) slashing damage.
Tail. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:*28 (4d8 + 10) piercing damage.
Frightful Presence. Each creature of Tiamat's choice that is within 240 feet of Tiamat and aware of her must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tiamat's Frightful Presence for the next 24 hours.

Legendary Actions

Tiamat can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tiamat regains spent legendary actions at the start of her turn.

Tiamat's legendary action options are associated with her five dragon heads (a bite and a breath weapon for each). Once Tiamat chooses a legendary action option for one of her heads, she can't choose another one associated with that head until the start of her next turn.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:*32 (4d10 + 10) slashing damage plus 14 (4d6) acid damage (black dragon head), lightning damage (blue dragon head), poison damage (green dragon head), fire damage (red dragon head), or cold damage (white dragon head).
Black Dragon Head: Acid Breath (Costs 2 Actions). Tiamat breathes acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.
Blue Dragon Head: Lightning Breath (Costs 2 Actions). Tiamat breathes lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.
Green Dragon Head: Poison Breath (Costs 2 Actions). Tiamat breathes poisonous gas in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.
Red Dragon Head: Fire Breath (Costs 2 Actions). Tiamat breathes fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.
White Dragon Head: Cold Breath (Costs 2 Actions). Tiamat breathes an icy blast in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Chapter 7: DM's Workshop

As the Dungeon Master, you aren't limited by the rules in the *Player's Handbook*, the guidelines in these rules, or the selection of monsters in the *Monster Manual*. You can let your imagination run wild. This chapter contains optional rules that you can use to customize your campaign, as well as guidelines on creating your own material, such as monsters and magic items.

The options in this chapter relate to many different parts of the game. Some of them are variants of rules, and others are entirely new rules. Each option represents a different genre, style of play, or both. Consider trying no more than one or two of the options at a time so that you can clearly assess their effects on your campaign before adding other options.

Other Ages

While dragons are most widely acknowledged in their benchmark stages, (wyrmling, young, adult, and ancient) it should be noted that dragons don't simply jump from one stage to the next. They grow one day at a time, gaining physical and mental power with each passing day, as most creatures do. The system outlined below suggests a way to easily introduce intermediary age groups to assist in portraying a more intuitive growth pattern and aims to save people time, energy, resources, and frustration.

This system also provides groups with greater flexibility to include dragons at various points in the game. Most dragons follow a fairly consistent pattern of challenge rating differences between their stages, meaning that if a dragon is not introduced within a particular window, the party might miss out on some particularly memorable moments. Indeed, some of the more popular levels of play don't have a single dragon from the *Monster Manual* with a challenge rating that matches the party's average level. These parties either don't get to interact with dragons, risk being over/underwhelmed, or else wind up spending time, energy, and resources trying to find a way to fit a dragon into their game.

As legendary creatures that can play important (sometimes critical) roles in adventures, the table below gives your group the option to interact with dragons more frequently and more at their level, instead of confining the dragons to distant roles detached from the players.

Dragon stat blocks can be particularly difficult to create from scratch, as there are many nuances. The following is a way for DMs to adjust existing stat blocks, and while it is much easier than trying to create something from nothing, it still requires a basic understanding of monster creation in order to use it with maximum effectiveness–such as knowing how to create a monster attack. The table can be used without this knowledge, but the results will not be as exact.

Particularly sharp minds will notice that this table deviates from the standard creature creation outlined in Chapter 9 of the *Dungeon Master's Guide*, such as when the attack bonus changes but the proficiency does not. This is intentional, as monster creation is a complicated process, and the table provided is simplified for ease of use. Only use the adjusted proficiency bonus for calculating ability checks and saving throws.

To change a dragon's challenge rating by 2, implement the changes suggested in the Changing Challenge Rating table.

If you are adjusting a challenge rating that passes between the ranges of 11-17 and 18-24 (such as from 16 up to 18, or 19 down to 17), make the changes outlined, with one exception. To increase the challenge rating, double the HP adjustment based on the original challenge rating. To decrease the challenge rating, only make half of the HP adjustment based on the original challenge rating.

*If the dragon's hit point maximum would be lower than 10, its hit point maximum becomes 10
**To increase the dragon's damage per round, allow it to make one additional attack on its turn when it takes the Attack option. It repeats whichever attack has an average damage closest to the number given on the table. To decrease its damage per round, remove one of its multiattack options or reduce the damage of one attack by the amount given on the table. On a hit, a dragon's attack deals no less than 0 damage.

Changing Challenge Rating

Original Challenge Rating	Proficiency Bonus	Armor Class	Hit Points*	Attack Bonus	Damage Per Round**	Save DC
1-3	No change	±1	±36	±1	±6	±1
4-10	±1	No change	±36	±2	±8	±1
11-17	±1	No change	±40	±1	±12	±1
18-24	No change	No change	±120	±1	±14	±1
25-30	No change	No change	±150	±2	±16	±1

Expanded Combat Options

These combat options are provided as ways to make fighting a dragon more exciting by giving the dragon more options for battlefield control. Options marked with an asterisk (*) are from chapter 9 of either the *Dungeon Master's Guide* or the *Player's Handbook*. Only use an option if it seems intuitive to be able to do so. For example, a dragon whose wings are restrained, missing, or particularly damaged should not be allowed to scoop with its wings, and a dragon lacking a hind limb or a tail should be limited in similar ways.

Be aware that these options increase the excitement, thematic elements, and strategic aspects of fighting a legendary dragon, but also usually extend the time necessary to complete the combat.

Chapter 9 of the *Dungeon Master's Guide* provides more action options in combat for adventurers.

Dragon Option Descriptions

The expanded combat options are listed below.

Bash. The dragon makes a bite attack as normal, but replaces all the damage with bludgeoning damage, and deals double damage to objects and structures. If the target is a creature, the creature is also shoved as described below.

Body Slam. Many dragons use their impressive size to attempt to crush their opponents. To do so, a Medium or larger dragon uses its action to intentionally fall prone into a nearby space (taking falling damage, if applicable). All creatures smaller than the dragon that overlap the space must make a Dexterity saving throw where the DC is equal to 8 + the dragon's Proficiency Bonus + the dragon's Strength modifier.

On a success, the creature exits the space unharmed. On a failure, the creature takes damage as shown on the table below and is restrained for as long as the dragon is prone. Creatures that are only one size category smaller than the dragon take half damage on a failure.

The DM may decide to use dice equal to the dragon's hit dice instead of following the table, but be warned that while it does reflect the build of the dragon more accurately, it also often increases the damage dramatically. This is especially true as the dragon gets older and older and, more importantly, bigger and bigger.

Dragon Size	Damage
Medium	18 (4d8) bludgeoning
Large	49 (9d10) bludgeoning
Huge	58 (9d12) bludgeoning
Gargantuan	73 (7d20) bludgeoning

Chomp. Immediately after hitting a creature with a bite attack, the dragon may grapple the target in its mouth if the target is at least 2 size categories smaller than the dragon. A creature is restrained while grappled in this way, and automatically fails Dexterity saving throws against the dragon's breath weapon(s). The dragon cannot use its bite attack while grappling a creature in this way, and cannot affect anything besides the grappled creature with its breath weapon, but it can still use the bash option mentioned above. Some kinds of dragons can also achieve similar means by using particularly nimble appendages, or even especially lithe necks, leaving their mouth and front limbs free for combat. Alternatively, the dragon can swallow the target, provided that it has available space in its gullet to do so.

Being Swallowed. If the creature is swallowed, the dragon temporarily cannot use its breath weapon. At the beginning of the dragon's next turn, the creature begins to travel down the dragon's throat. At the beginning of the dragon's next turn, the creature finishes traveling down the dragon's throat and the dragon can use its breath weapon if it recharges and the dragon does not have other creatures impeding it. At the beginning of the dragon's next turn, the creature enters the dragon's stomach and is no longer occupying room in the dragon's gullet, freeing up more space for other creatures to be swallowed. At the beginning of the

Dragon Options

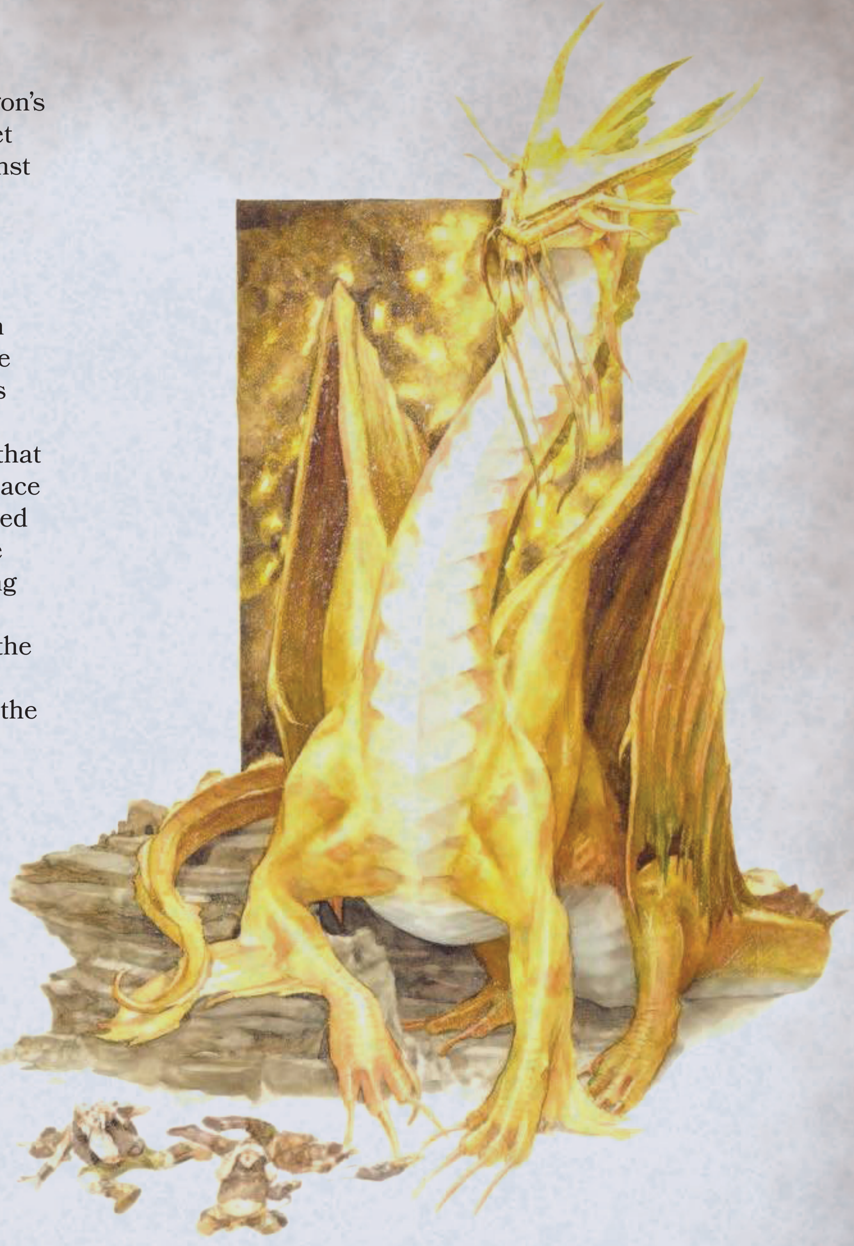
		Option can be used as a...			
Option Name	Action	Multiattack Option	Bonus Action	Legendary Action	Deals Damage
Bash	*	*			Yes
Body Slam	*				Yes
Disarm	*	*		*	No
Grapple	*	*	*	*	No
Jump			*		No
Overrun	*		*		No
Shake			*		No
Shove	*	*	*	*	No
Tail Swipe				*	Yes

dragon's next turn, the creature is moved to the dragon's gizzard and is destroyed. While swallowed, the target is blinded and restrained, and it has total cover against attacks and other effects outside the dragon.

Forcing Regurgitation. On a single turn, If the dragon takes damage equal to 10% or more of the dragon's maximum hit points from a swallowed creature, the dragon must succeed on a Constitution saving throw. The save DC is the creature's spell save DC, or 8 + the creature's bonus to hit with the means used to attack the dragon, whichever is higher. If the dragon fails, it regurgitates all swallowed creatures that have not yet been destroyed, which fall prone in a space adjacent to the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

A Dragon's Gullet. The number of creatures that the dragon can have swallowed at a time is equal to the difference in the number of size categories between the dragon and the largest swallowed creature.
For example, a Huge dragon could swallow 2 Medium creatures or 3 Small creatures (but not simultaneously) and a Large dragon could swallow three Tiny creatures, but if the Large dragon swallows a small creature then it could only have one Tiny creature swallowed as well.

Cleaving Through Creatures*. When the dragon's melee attack reduces an undamaged creature to 0 hit points, the dragon targets another creature within reach. If the original attack roll can hit the creature, the dragon applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.



Disarm*. A dragon can use a weapon attack to knock an item from a target's grasp. If the dragon is able to make multiple attacks, this attack replaces one of them. The dragon makes an attack roll contested by the creature's Strength (Athletics) check or Dexterity (Acrobatics) check. If the dragon wins the contest, the attack causes no damage or other ill effect, but the creature drops the item. The dragon has disadvantage on its attack roll if the target is holding the item with two or more hands, or if the item is secured to the creature somehow. The target has advantage on its ability check if it is larger than the dragon, or disadvantage if it is smaller.

Grapple*. The dragon can make a special melee attack called a grapple in place of any other attack. If the dragon is able to make multiple attacks, this replaces one of them. The target of the grapple must be no more than one size larger than the dragon, and it must be within reach. Using at least one free front limb or other feasible limb, the dragon tries to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If the dragon succeeds, it subjects the target to the grappled condition and can release the target whenever it likes (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When the dragon moves, it can drag or carry the grappled creature with it, but the dragon's speed is halved, unless the creature is two or more sizes smaller than it.

Injuries and Massive Damage*. Taking huge amounts of damage at once often leads to additional complications. You can use the optional Injuries and Massive Damage rules from chapter 9 of the *Dungeon Master's Guide* to increase the stakes during fights with dragons.

Jump. As a bonus action, the dragon can horizontally leap up to a number of feet equal to its Strength score–or twice that far, if it lands in a space lower than its starting point. Alternatively, the dragon can vertically leap up to a number of feet equal to its Strength modifier plus 5. Abnormally large or small dragons may have different jumping capabilities, and other difficulties (such as clearing obstacles, gaining elevation, or landing in difficult terrain) may also apply. This movement does trigger opportunity attacks. Some DMs may require this in order for a dragon to get airborne.

Overrun*. When the dragon tries to move through another creature's space, the dragon can try to force its way through by overrunning the creature. As an action or a bonus action, the dragon makes a Strength (Athletics) check contested by the creature's Strength (Athletics) check. The dragon has advantage on this check if it is larger than the creature, or disadvantage if it is smaller. If the dragon wins the contest, it can move through the hostile creature's space once this turn. If the dragon wins the contest by 5 or more, the target is also knocked prone.

Shake. The dragon can make a special melee attack as a bonus action to violently shake a creature that it has grappled in its mouth. The target must make a Constitution saving throw where the DC equals 8 + the dragon's proficiency bonus + the dragon's Strength modifier. If the target fails, it is stunned until the end of its next turn.

Shove*. The dragon can make a special melee attack to shove a creature or object in place of any other attack. If the dragon is able to make multiple attacks, this attack can replace one of them. The creature or object must be no more than one size larger than the dragon, and it must be within reach. The dragon makes a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check (the creature chooses the ability to use). If the dragon wins the contest, it can either knock the creature prone or push it 5 feet in a direction of the dragon's choice. If the dragon targets an object that is not being worn or carried, the object automatically fails and is pushed a distance deemed appropriate by the DM.

Tail Swipe (Costs 2 Legendary Actions). The dragon swipes its tail in a cone, where the length of the cone equals the range of the dragon's tail attack. All creatures in the area must make a saving throw with a DC equal to 8 + the dragon's proficiency bonus + the dragon's Strength modifier. On a failed save, a creature receives the effects of a tail attack, and falls prone. On a successful save, it takes half as much damage (or suffers no ill effects if there is no damage) and is not knocked prone.

Innate Spellcasting Builds

The *Monster Manual* describes an innate spellcasting variant of dragons. The breadth of spells available to dragons and Dungeon Masters allows you to create a broad range of dragon mages, each with its own flavor and play style. Below are recommendations for how you might build a dragon with the Innate Spellcasting trait, as described in the "Variant: Dragons as Innate Spellcasters" sidebar of the *Monster Manual* (p. 86). It is reprinted here for your convenience.

> **Variant: Dragons as Innate Spellcasters**
> Dragons are innately magical creatures that can master a few spells as they age, using this variant.
>
> A young or older dragon can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's bonus to hit with spell attacks is equal to its proficiency bonus + its Charisma modifier. The dragon's spell save DC equals 8 + its proficiency bonus + its Charisma modifier.

Each of these builds contains suggested spells. Based on the dragon's Charisma modifier and challenge rating, the DM decides which spells the dragon knows and can cast. The DM may determine that a dragon can cast a spell more than once per day, typically three times per day or at will. Creatures should not be able to cast spells that restore hit points at will. If a spell can normally target another creature, such as *plane shift*, the dragon might only be able to target itself.

If a dragon innately knows a cantrip that deals a different amount of damage based on the caster's level, treat the dragon's challenge rating as the caster's level. For example, a CR 7 dragon would count as a 7th-level spellcaster.

Each spell is in the *Player's Handbook*, unless it has an asterisk (*) (a spell from chapter 4 of this book) or one of the following superscripts.

(XG) = A spell in *Xanathar's Guide to Everything*, by Wizards of the Coast

(TC) = A spell in *Tasha's Cauldron of Everything*, by Wizards of the Coast

(CVI) = A spell in *Tasha's Crucible of Everything Else* Volume 1, by QL Games

Ashen

Ashen dragons master fire magic.

Cantrips
Control flames(XG)
Create bonfire(XG)
Dancing lights
Fire bolt
Green-flame blade(TC)
Produce flame

1st Level
Burning hands
Hellish rebuke
Searing smite

2nd Level
Aganazzar's scorcher(XG)
Continual flame
Flame blade
Flaming sphere
Heat metal
Pyrotechnics(XG)
Scorching ray

3rd Level
Fireball
Flame arrows
Firetrail*
Melf's minute meteors

4th Level
Dartak's retribution(CVI)
Fire shield
Wall of fire

5th Level
Flame strike
Immolation(XG)

6th Level
Investiture of flame(XG)

7th Level
Delayed blast fireball
Fire storm

8th Level
Incendiary cloud

9th Level
Meteor swarm

Clandestine

Clandestine dragons are experts of sabotage, tracking, sneakery, and intrigue.

Cantrips
Guidance
Mage hand
Minor illusion
True strike

1st Level
Bane
Detect poison and disease
Disguise self
Expeditious retreat
Fog cloud
Hunter's mark
Jump
Longstrider
Sleep

2nd Level
Alter self
Darkness
Gem tracer*
Invisibility
Knock
Nystul's false aura
Pass without trace
Phantasmal thief*
See invisibility
Silence

3rd Level
Clairvoyance
Dispel magic
Feign death
Gaseous form
Nondetection
Sending
Speak with dead
Tongues

4th Level
Arcane eye
Greater invisibility
Leomund's secret chest
Nystul's false trail(CV1)

5th Level
Dream
Far step(XG)
Scrying

6th Level
Crete homunculus(XG)
Drawmij's instant summons
True seeing

7th Level
Sequester
Simulacrum
Teleport

8th Level
Antipathy/sympathy
Clone
Mighty fortress

9th level
Mass polymorph (XG)
Imprisonment

Corrosive

Corrosive dragons master acid magic.

Cantrips
Acid splash
Primal savagery(XG)

1st Level
Tasha's caustic brew(TC)

2nd Level
Melf's acid arrow

4th Level
Vitriolic sphere(XG)

Cosmic

Cosmic dragons fight with the power of the planets, stars, and the nothingness in between.

2nd Level
Darkness
Moonbeam

3rd Level
Hunger of Hadar
Melf's minute meteors(XG)

6th Level
Sunbeam

7th Level
Crown of stars(XG)
Reverse gravity

8th Level
Control weather
Maddening darkness(XG)
Sunburst

9th Level
Blade of disaster(TC)
Meteor swarm
Storm of vengeance
Time stop

Eldritch

Eldritch dragons control dark, unknowable forces.

Cantrips

Eldritch blast
Thaumaturgy

1st Level

Arms of Hadar
Bane
Ceremony(XG)
Chaos bolt(XG)
Dissonant whispers
Fog cloud
Folk rite(CV1)
Hex

2nd Level

Darkness

3rd Level

Bestow curse
Enemies abound(XG)
Hunger of Hadar
Hypnotic pattern
Slow

4th Level

Evard's black tentacles
Otiluke's resilient sphere
Phantasmal killer
Polymorph
Shadow of moil(XG)
Sickening radiance(XG)

5th Level

Danse macabre(XG)
Enervation(XG)
Negative energy flood(XG)
Reincarnate
Transmute rock(XG)

6th Level

Create homunculus(XG)
Disintegrate
Eyebite
Flesh to stone
Magic jar
Soul cage(XG)

7th Level

Simulacrum
Symbol

8th Level

Abi-Dalzim's horrid wilting(XG)
Feeblemind
Maddening darkness(XG)
Mind blank

9th Level

Imprisonment
Power word kill

Electric

Electric dragons master lightning magic.

Cantrips

Lightning lure(TC)
Shocking grasp
Zap(CV1)

1st Level

Witch bolt

3rd Level

Call lightning
Lightning arrow
Lightning bolt

4th Level

Dartak's retribution(CV1)
Sickening radiance(XG)
Storm sphere(XG)

6th Level

Chain lightning

Healer

Healer dragons mend injuries and restore broken creatures to their former selves.

Cantrips

Spare the dying

1st Level

Cure wounds
False life
Goodberry
Healing word
Purify food and drink

2nd Level

Aid
Gentle repose
Healing spirit(XG)
Lesser restoration
Prayer of healing

3rd Level

Aura of vitality
Life transference(XG)
Mass healing word
Remove curse
Revivify

4th Level

Aura of life

5th Level

Greater restoration
Mass cure wounds
Raise dead
Reincarnate

6th Level

Heal
Heroes' feast

7th Level
Regenerate
Resurrection

9th Level
Mass heal
Power word heal
True resurrection

Illusionist

Illusionist dragons turn fantasy into reality, if only for a moment.

Cantrips
Minor illusion

1st Level
Disguise self
Silent image

2nd Level
Illusory wall(CV1)
Phantasmal force
Shadow blade(XG)
Threesteel*

3rd Level
Major image

4th Level
Hallucinatory terrain

5th Level
Mislead
Seeming

6th Level
Programmed illusion

7th Level
Mirage arcane
Project image

8th Level
Illusory dragon(XG)*

9th Level
Weird

Inventor

Inventor dragons create new and dangerous methods of defending themselves and their hoards.

Cantrips
Buckshot(CV1)
Dismantle(CV1)
Magic stone(XG)
Mending

1st Level
Identify
Snare(XG)

2nd Level
Magic mouth
Magic weapon
Rope trick

3rd Level
Conjure barrage
Create food and water
Dancing decoy(CV1)
Dispel magic
Elemental weapon
Flame arrows(XG)
Glyph of warding
Leomund's tiny hut
Lightning arrow
Tiny servant(XG)

4th Level
Fabricate

5th Level
Animate objects
Animated breath
Antimagic ray
Conjure volley
Creation
Swift quiver

6th Level
Blade barrier

7th Level
Symbol

8th Level
Antimagic field

Mentalist

Mentalist dragons master magic of the mind.

Cantrips
Message
Mind sliver(TC)
Vicious mockery

1st Level
Dissonant whispers
Sleep
Tasha's hideous laughter
Wrathful smite

2nd Level
Crown of madness
Detect thoughts
Mind spike(XG)
Phantasmal force
Shadow blade(XG)
Tasha's mind whip(TC)

3rd Level
Enemies abound(XG)
Hypnotic pattern
Intellect fortress(TC)
Sending

4th Level
Compulsion
Confusion
Phantasmal killer
Staggering smite

5th Level
Dream
Geas
Modify memory
Rary's telepathic bond
Synaptic static(XG)

6th Level
Mental prison(XG)
Otto's irresistible dance

7th Level
Power word pain(XG)

8th Level
Antipathy/sympathy
Feeblemind
Glibness
Mind blank
Power word stun
Telepathy

9th Level
Psychic scream(XG)
Weird

Natural

Natural dragons exert magic influence over flora and fauna to further their interests.

Cantrips
Control flames(XG)
Druidcraft
Goodberry
Produce flame
Shape water(XG)
Shillelagh
Thorn whip

1st Level
Absorb elements(XG)
Animal friendship
Beast bond(XG)
Ensnaring strike
Entangle
Speak with animals

2nd Level
Beast sense
Find steed
Spike growth
Summon beast(TC)

3rd Level
Conjure animals
Plant growth
Speak with plants

4th Level
Conjure greater animals(CV1)
Dominate beast
Find greater steed(XG)
Giant insect
Grasping vine
Guardian of nature(XG)
Polymorph

5th Level
Antilife shell
Awaken
Commune with nature
Conjunction of the natural(CV1)
Insect plague
Tree stride
Wrath of Nature(XG)

6th Level
Druid grove(XG)
Transport via plants
Wall of thorns

8th Level
Animal shapes

Necromancer

Necromancer dragons master undeath. Many necromancer dragons are or eventually become dracoliches.

Cantrips
Chill touch
Toll the dead(XG)

1st Level
Inflict wounds
Ray of sickness

2nd Level
Blindness/deafness
Ray of enfeeblement

3rd Level
Animate dead
Speak with dead
Spirit shroud(TC)
Summon undead(TC)
Vampiric touch
Wall of bones(CV1)

4th Level
Blight
Shadow of moil(XG)

5th Level
Conjunction of the other side(CV1)
Danse macabre(XG)
Hallow
Negative energy flood(XG)

6th Level
Circle of death
Create undead
Harm
Death dragon*

7th Level
Finger of death

8th Level
Abi-Dalzim's horrid wilting (XG)
Clone

9th Level
Power word kill

Planeswalker

Planeswalker dragons travel the myriad multiverses for any number of reasons; usually to acquire more wealth.

1st Level
Detect evil and good
Protection from evil and good

2nd Level
Misty step
Rope trick

3rd Level
Blink
Conjunction of chaos (CV1)
Conjunction of order (CV1)
Conjunction of the nexus (CV1)
Detect portal (CV1)
Elminster's evoked delivery (CV1)

4th Level
Banishment
Behold (CV1)
Conjunction of air (CV1)
Conjunction of earth (CV1)
Conjunction of flame (CV1)
Conjunction of water (CV1)
Dimension door
Leomund's secret chest

5th Level
Conjunction of the natural (CV1)
Conjunction of the other side (CV1)
Contact other plane
Dispel evil and good
Far step (XG)
Teleportation circle

6th Level
Arcane gate
Conjunction of fey (CV1)
Conjunction of shadow (CV1)
Tasha's otherworldly guise (TC)
Word of recall

7th Level
Dream of the blue veil (TC)
Etherealness
Plane shift
Sequester
Teleport

8th Level
Conjunction of dawn (CV1)
Demiplane
Maze

9th Level
Astral projection
Conjunction of mundanity (CV1)
Gate

Protector

Protector dragons either serve the weak and vulnerable, or they defend themselves and their belongings from violent intruders.

Cantrips
Blade ward
Resistance

1st Level
Absorb elements (XG)
Compelled duel
False life
Feather fall
Heroism
Protection from evil and good
Sanctuary
Shield
Shield of faith

2nd Level
Aid
Barkskin
Protection from poison
Shield of warding*
Wall of mist (CV1)
Warding bond
Warding wind (XG)

3rd Level
Beacon of hope
Protection from energy
Sentinel eye*
Spell resistance*
Wall of bones (CV1)
Wall of sand (XG)
Wall of water (XG)
Wind wall

4th Level
Aura of avoidance*
Aura of life
Aura of purity
Death ward
Fire shield
Mordenkainen's private sanctum
Otiluke's resilient sphere
Stoneskin
Wall of fire

5th Level
Hallow
Wall of force
Wall of light(XG)
Wall of stone

6th Level
Forbiddance
Guards and wards
Primordial ward(XG)
Wall of ice
Wall of thorns
Word of recall

7th Level
Forcecage
King-killer shield*
Mordenkainen's magnificent mansion
Sequester

8th Level
Energy immunity*
Mighty fortress(XG)

9th Level
Invulnerability(XG)
Prismatic wall

Seer

Seer dragons understand the true nature of the multiverse and perceive it as such.

Cantrips
True strike

1st Level
Comprehend languages
Detect evil and good
Detect magic
Detect poison and disease
Hunter's mark
Identify

2nd Level
Augury
Detect thoughts
Find traps
Locate animals or plants
Locate object
See invisibility

3rd Level
Clairvoyance
Sentinel eye*
Speak with dead
Speak with plants
Tongues

4th Level
Arcane eye
Divination
Locate creature

5th Level
Commune
Contact other plane
Dragonsight*
Legend lore
Scrying

6th Level
Revelation*
True seeing

9th Level
Foresight
Ward the true name*

Shapeshifter

Shapeshifter dragons specialize in (at least appearing to) change the forms of themselves and others. A dragon with this build has the (shapechanger) creature tag.

Cantrips
Primal savagery(XG)

1st Level
Disguise self

2nd Level
Alter self

3rd Level
Gaseous form

4th Level
Polymorph

5th Level
Seeming

6th Level
Tasha's otherworldly guise (TC)
Tenser's transformation (XG)
Wind walk

8th Level
Animal shapes

9th Level
Mass polymorph (XG)
Shapechange
True polymorph

Shining

Shining dragons master radiant and light magic.

Cantrips
Dancing lights
Light
Sacred flame
Word of radiance (XG)

1st Level
Bless
Color spray
Divine favor
Faerie fire
Guiding bolt

2nd Level
Branding smite
Continual flame
Moonbeam

3rd Level
Blinding smite
Daylight

4th Level
Behold (CV1)
Shining radiance (XG)

5th Level
Dawn (XG)
Flame strike
Holy weapon (XG)
Wall of light (XG)

6th Level
Sunbeam
Tasha's otherworldly guise (TC)

7th Level
Crown of stars (XG)
Prismatic spray

8th Level
Conjunction of dawn (CV1)
Holy aura
Sunburst

9th Level
Prismatic wall

Stoneworker

Stoneworker dragons master earth magic.

Cantrips
Magic stone (XG)
Mold earth (XG)

1st Level
Earth tremor (XG)

2nd Level
Maximilian's earthen hand (XG)

3rd Level
Erupting earth (XG)
Meld into stone
Wall of sand (XG)

4th Level
Stone shape

5th Level
Passwall
Transmute rock (XG)
Wall of stone

6th Level
Bones of the earth (XG)
Flesh to stone
Investiture of stone (XG)
Move earth

8th Level
Earthquake
Mighty fortress (XG)

Summoner

Summoner dragons conjure and call upon allied creatures of all shapes and sizes.

1st Level
Find familiar

2nd Level
Find steed
Summon beast (TC)

3rd Level
Conjure animals
Magic circle
Summon fey (TC)
Summon lesser demon (XG)
Summon shadowspawn (TC)
Summon undead (TC)

4th Level
Conjure minor elemental
Conjure woodland beings
Find greater steed (XG)
Mordenkainen's faithful hound
Summon aberration (TC)
Summon construct (TC)
Summon elemental (TC)
Summon greater demon (XG)

5th Level
Conjure elemental
Infernal calling
Planar binding
Summon celestial(TC)

6th Level
Conjure fey
Drawmij's instant summons
Planar ally
Summon fiend(TC)

7th Level
Conjure celestial

9th Level
Gate

Telekinetic

Telekinetic dragons move and move through the world around them with innate or learned psionic powers.

Cantrips
Mage hand

1st Level
Catapult(XG)

2nd Level
Levitate
Tenser's climbing wall(CV1)

3rd Level
Elminster's evoked delivery(CV1)
Telegrab(CV1)

5th Level
Bigby's hand
Telekinesis

6th Level
Scatter(XG)

7th Level
Reverse gravity

Thundermaster

Thundermaster dragons master air magic.

Cantrips
Booming blade(TC)
Gust(XG)
Thunderclap(XG)

1st Level
Thunderous smite
Thunderwave
Zephyr strike(XG)

2nd Level
Dust devil(XG)
Gust of wind
Shatter
Silence
Warding wind(XG)

3rd Level
Thunder step(XG)
Wind walk

4th Level
Conjunction of air(CV1)
Storm sphere(XG)

5th Level
Control winds(XG)
Steel wind strike(XG)

6th Level
Investiture of wind(XG)

7th Level
Whirlwind(XG)

Trapsmith

Trapsmith dragons devise clever and cunning traps to surprise and deter thieves. They often know other spells not on this list, which they combine with a glyph of warding.

Cantrips
Mold earth(XG)

1st Level
Alarm
Globular hoard*
Snare(XG)
Venomdust*

2nd Level
Arcane lock
Cloud of daggers
Cordon of arrows
Earthbind(XG)
Find traps

3rd Level
Glyph of warding

4th Level
Cold curtain*
Hallucinatory terrain

6th Level
Contingency
Flesh to stone
Move earth

7th Level
Symbol

Tyrant

Tyrant dragons use magic to override the free will of enemies and servants, or otherwise fool foes.

Cantrips
Friends

1st Level
Cause fear(XG)
Charm person
Command
Find familiar

2nd Level
Enthrall
Miser's envy*
Suggestion
Voice of the dragon*

3rd Level
Compel breath*
Entice gift*
Fear

4th Level
Charm monster(XG)
Compulsion
Dominate beast
Find humanoid familiar*

5th Level
Dominate person
Geas
Hold monster

6th Level
Mass suggestion

8th Level
Dominate monster
Glibness

9th Level
Dracorage*
Ward the true name*

Venomous

Venomous dragons master poison and pustulant magic.

Cantrips
Infestation(XG)
Poison spray

1st Level
Detect poison and disease
Purify food and drink
Ray of sickness
Venomdust*

2nd Level
Protection from poison
Zone of truth

3rd Level
Stinking cloud

5th Level
Cloudkill
Contagion

Watersage

Watersage dragons master water and ice magic.

Cantrips
Frostbite(XG)
Ray of frost
Shape water(XG)
Waterspout(CV1)

1st Level
Armor of Agathys
Create or destroy water
Fog cloud
Grease
Ice knife(XG)

2nd Level
Snilloc's snowball swarm(XG)
Tidal wave(XG)
Wall of mist(CV1)
Wall of water(XG)

3rd Level
Sleet storm
Water breathing
Water walk

4th Level
Cold curtain*
Control water
Ice storm
Watery sphere(XG)

5th Level
Cone of cold
Maelstrom(XG)

6th Level
Investiture of ice(XG)
Otiluke's freezing sphere
Wall of ice

8th Level
Tsunami

Dungeon Hazards and Traps

Chapter 3 of the *Dungeon Master's Guide* describes several environmental dangers found underground and in other dark places. Dungeon hazards are functionally similar to traps and dragons usually do not distinguish between the two, as both are equally effective at deterring would-be thieves. This chapter provides more dungeon hazards and traps that you might find in lairs or other places frequented by dragons.

If you discover a dungeon hazard, fear not. Many savvy adventurers have found clever ways to turn hazards against their foes.

Time in Dungeons

In situations where keeping track of the passage of time is important, such as exploring dungeons, the DM determines the time a task requires. The DM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventures' movement usually happens on a scale of minutes. It takes a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and at least 10 minutes to search a room for anything interesting, valuable, or hidden.

Obvious dungeon hazards usually require no check, action, or time to notice, although it may require an Intelligence or Wisdom check to recognize that the feature of the dungeon is dangerous. Hidden hazards usually require 1 minute of searching, 10 minutes of searching, or an unlucky step to discover. This is important to keep in mind while tracking the duration of spells and other effects.

Strong Wind Spells

Many dungeon hazards can be (at least temporarily) resolved with a strong wind. The following common spells all create a strong wind, for the purposes of dispelling such effects: *control winds**, *dust devil**, *gust**, *gust of wind*, *investiture of wind**, *warding wind**, *whirlwind**, and *wind wall*. The DM may determine that other spells or effects may also constitute a strong wind.

*A spell from *Xanathar's Guide to Everything*

Severity

A trap or hazard intended to be a setback is unlikely to kill or seriously harm characters of the indicated levels, whereas a dangerous trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A deadly trap is likely to kill the characters of the indicated levels.

The DM determines the save DC or attack bonus, damage dice, and other severity measures of a hazard or trap. The save DCs, attack bonuses, and damage dice within this chapter are merely suggestions. The DM can choose to use these suggested values or adapt them as they see fit. Consider both the fun of your group and the dragon's personality and goals when determining the severity of a trap or dungeon hazard.

Save DCs and Attack Bonuses

Danger	Save DC	Attack Bonus
Setback	10-11, or 1d4 + 8	+3 to +5
Dangerous	12-15, or 1d4 + 11	+6 to +8
Deadly	16-20, or 1d4 + 15	+9 to +12

Damage Severity by Level

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

Dungeon Hazard Descriptions

You may encounter any of the following dangers in or around a dragon's lair.

Alarm

When a creature crosses a certain threshold or an item is moved from its designated place, the dragon receives a mental alert if it is within 6 miles of its lair. It takes an adult or ancient dragon 10 minutes to fly 1 mile.

Boiling Water

Typically geysers, hotsprings, or other types of geothermal activity, these pools often smell strongly of sulfur. The first time a creature enters a pool of boiling liquid and any time it starts its turn there takes 1d10 fire damage.

Variations of this dungeon hazard include acidic pools or lakes of subzero liquids, which would deal acid or cold damage respectively.

Charmed Cavern

A cavern, room, vault, or other enclosed space in the dragon's lair is filled with one or more of the following magical charms.

Antispell Charm. Spells of 4th level or lower, including cantrips, cast in the area automatically fail.

Babble Charm. Any time a creature speaks in this area, it must succeed on a DC 14 Wisdom saving throw, or their words come out as unintelligible gibberish. A failed save also prevents a creature from performing the verbal components of a spell.

Darkness Charm. The area is filled with magical darkness.

Earthbound Charm. Creatures cannot magically fly within the area. A creature that flies into the area falls if it cannot keep itself aloft.

Mentalist Charm. All creatures within the area are under the effects of a *mind blank* spell while there.

Silence Charm. The area is filled with magical silence.

Chlorine Haze

The constant exhales of acidic dragons eventually builds into a fine mist. Typically only found in the caves of adult or ancient dragons who can deal acid damage with their breath weapon, a nearly imperceptible cloud of chlorine fills the air within a 100-foot radius of the dragon's sleeping area. After every 10 minutes spent in the area, a creature that is not accustomed to the haze must succeed on a DC 12 Constitution saving throw or take 1d4 acid damage and gain a level of exhaustion. Servants of the dragon are accustomed to the haze and suffer no ill effects from it.

This haze can be dispelled for 1 hour by blowing it away with a strong wind (at least 20 miles per hour).

Cold Curtain

A room in the dragon's lair is subject to the *cold curtain* spell in chapter 4 of this book.

Cover

Dunes, trees, boulders, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

Chapter 9 of the *Player's Handbook* further describes the rules and advantages of using cover in combat.

Dragons will often intentionally plant trees, place boulders, or carve hills into the landscape around and inside their lair to provide strategic cover for

themselves and their servants. Arrow slits, a common defense mechanism in lairs and strongholds, usually provide three-quarters cover to archers or other creatures on the inside.

Difficult Terrain

Thick grasses, pockmarked stone, deep mud, soft soil, or steep slopes of gravel all constitute difficult terrain. A creature moving through difficult terrain must spend 2 feet of movement for every 1 foot travelled.

Dracolich Slough

Dracolich slough is the reanimated moltings of a dracolich that is hungry to expand. It is undead for the purposes of spells and other magical effects, such as a paladin's Divine Smite or a cleric's Turn Undead feature.

A 5 foot patch of slough has a speed of 5 feet and can climb difficult surfaces (including upside down on ceilings) without needing to make an ability check. When directly over a creature, it drops down.The creature must make a DC 14 Dexterity saving throw or be covered in the goo.

A creature covered in dracolich slough must make a DC 14 Constitution saving throw at the beginning of each of its turns. On a failed save, the creature takes 2d6 necrotic damage and is paralyzed until the start of its next turn. On a successful save, the creature takes half damage and isn't paralyzed.

A patch of slough is destroyed by any amount of fire, radiant, or acid damage, by exposure to sunlight, or by any magic that cures diseases. A creature can use its action to attempt a DC 14 Strength (Athletics) check to pull the viscous mess off of a covered creature, including itself.

Draconic Spirit Guardian

When an unexpected creature crosses a certain threshold or if an object is removed from its designated space, this enchantment summons a draconic spirit

that takes the form of a monstrous guardian to protect the lair. A creature conjured in this way usually takes the form of some sort of elemental, giant, monstrosity, ooze, or plant, and counts as both that type of creature and a dragon.

Dragon Bile Spray

Dragon bile is a highly corrosive acid that eats through nonmagical metal, cloth, wood, gems, and flesh. Some dragons will install a devious spraying enchantment at the entrance or in other portions of their lairs, which activate whenever a creature tries to enter without first saying a special password.

Any creature other than a dragon that comes in contact with dragon bile spray must make a DC 19 Constitution saving throw. On a failed save, the creature takes 4d12 acid damage and any nonmagical armor, weapons, or other equipment the creature is wearing or carrying is destroyed beyond nonmagical repair. On a successful save, it takes half as much damage and its belongings are not destroyed by the spray.

Dungeon Denizens

Powerful beings attract and often collect followers, and dragons are no exception. Whether as sentries, servants, or something else, here are some creatures frequently found serving dragons.

Commoners. These may be willing employees or may be trapped under some sort of beguiling enchantment, but standard **commoners** are a popular servant for dragons. Good-aligned dragons often make friendships and alliances with nearby villages for mutual protection and symbiotic prosperity. Evil-aligned dragons, especially those gifted with compelling magics, prefer to establish cults in their honor or utilize *geas* spells and similar magic.

Constructs. Dragons skilled in artifice (or who employ skilled artificers) may have small fleets of **golems**, **helmed horrors**, and other invented guardians roaming the halls of their lairs. Most devilishly, some clever dragons enchant their treasure as if by the *animate objects* spell to attack anyone who tries to take it without the dragon's permission. In an artificer dragon's lair, expect to encounter multiple **flying swords**, **rugs of smothering**, and similar bewitched belongings.

Monstrous Creatures. **Otyughs** make effective garbage disposals. **Nagas** are natural guardians. **Nothics** love to curate libraries. **Trolls** and **ettins** enjoy snacking on the tasty adventurers who wander by to pilfer. Many monstrous creatures are happy to serve a dragon in exchange for the simple delight of their work and mutual protection.

Offspring. Whether a direct descendant of the dragon or a half dragon creature (see the "H" section of the *Monster Manual*) residing within the lair, adventurers beware anytime they encounter a scaly creature. It may be a close relative, and you may forever incur the dragon's wrath for slaying it.

Tribal Races. **Goblins**, **gnolls**, **kobolds**, **orcs**, and **troglodytes** are often found serving dragons. You can learn more about these races' culture, history, and reasons for serving masters in the *Monster Manual*. Kobolds are by far the most common servants of this type.

Extreme Environments

Dragons are extremely elemental beings. As such, they often lair in extreme environments. Chapter 5 of the *Dungeon Master's Guide* describes the effects of extreme cold, extreme heat, strong wind, and heavy precipitation. These environmental hazards can be encountered both outside and (due to a dragon's intensely magical nature) inside a dragon's lair.

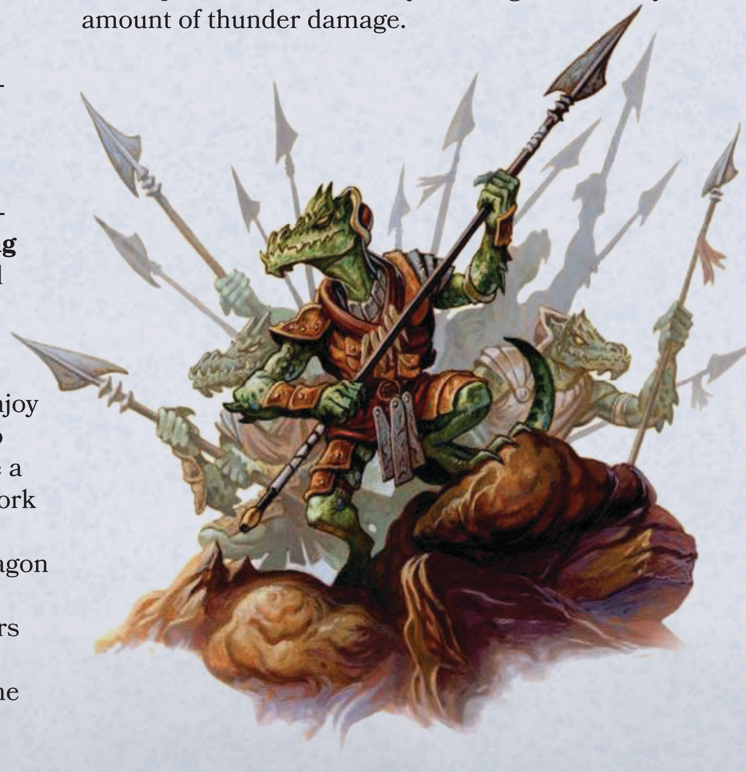
Deadly Temperatures. Sometimes extreme cold or heat reaches a point where it becomes utterly unbearable for most creatures. In such deadly temperatures, creatures without the proper resistance, immunity, or equipment must make saving throws against exhaustion once every 10 minutes instead of once every hour.

Hurricane Conditions. The dragon may have a *hurricane's eye* in its lair (see chapter 5 of this book).

Fear Moths

Fear moths are unusual creatures that feed off of the terror of more intelligent lifeforms. While within 30 feet of a cloud of fear moths, a creature has disadvantage on saving throws against the frightened condition. Fear moths usually travel in clouds that fill a 5 foot cube.

Fear moths are attracted to sources of light and will gravitate towards the nearest source of bright light that they can see, with a flying speed of 15 feet. A space filled with fear moths is lightly obscured. They are killed by any amount of fire, lightning, or radiant damage, and are dispersed for 1 minute by a strong wind or any amount of thunder damage.



Flooded Crocodile Room

After adventurers enter this room, the doors lock and a faint dripping sound can be heard. On initiative count 20 for the next 5 rounds (losing ties), the following events take place.

On the first round, the room begins to fill with water. The ground becomes difficult terrain.

On the second round, a **giant crocodile** magically appears in the center of the room. It has a silver key on a necklace tied to its neck. A successful DC 10 Intelligence (Investigation) check (no action required) reveals that this key can be used to unlock the doors to the room. Weaker groups may instead face a group of 1d4 + 2 **crocodiles**, each of which has one piece of a broken key that must be put together before it can be used. Stronger groups may instead face the giant crocodile plus 1d4 or more crocodiles, again with each conjured creature having a part of the key around its neck.

On the third round, the room is half-flooded. Creatures that are not airborne must swim to move.

On the fourth round, the room continues to flood.

On the fifth round, the room is completely flooded. Creatures must swim to move and must hold their breath or else drown, unless they can breathe water.

The room stays flooded until a door is unlocked, at which point the water and crocodiles magically disappear. A creature that falls when the water disappears takes 1d6 bludgeoning damage for every 10 feet fallen.

The doors unlock themselves, ending the trap, after 10 minutes. A dragon's servants usually have been notified of the trap's triggering and the intruders' presence by this point and wait outside the room to collect bodies or capture survivors.

The end of chapter 9 of the *Player's Handbook* has more information on underwater combat.

Gauze of Appearance

A sheet of *gauze of appearance* (see chapter 5 of this book) drapes over a doorway, pile of treasure, or other point of interest within the dragon's lair.

Gem Dragon Dust

The powdered scales of gem dragons can have powerful psychic effects. This dust coats every inch of a gem dragon's sleeping area and much of its lair. A creature that spends at least 10 minutes in a dusted area becomes coated with the dust. After every 10 minutes a creature spends covered in dust, it must succeed on a DC 10 Intelligence saving throw or take 1d4 psychic damage and have its Intelligence score temporarily reduced by an amount equal to the damage taken. A creature's Intelligence score cannot be reduced below 1 in this way.

The dust wears off 1 hour after leaving areas of gem dragon dust, and the Intelligence reducing effect ends after the afflicted creature finishes a long rest outside the area.

A 5 foot space of dust can be dispelled for 24 hours by a strong wind.

Servants of the dragon are accustomed to this dust and suffer no ill effects from it. Creatures whose thoughts can't be detected by magical means, are under the effects of a *nondetection* spell, or who are otherwise protected from divination or scrying magic automatically succeed on the saving throw.

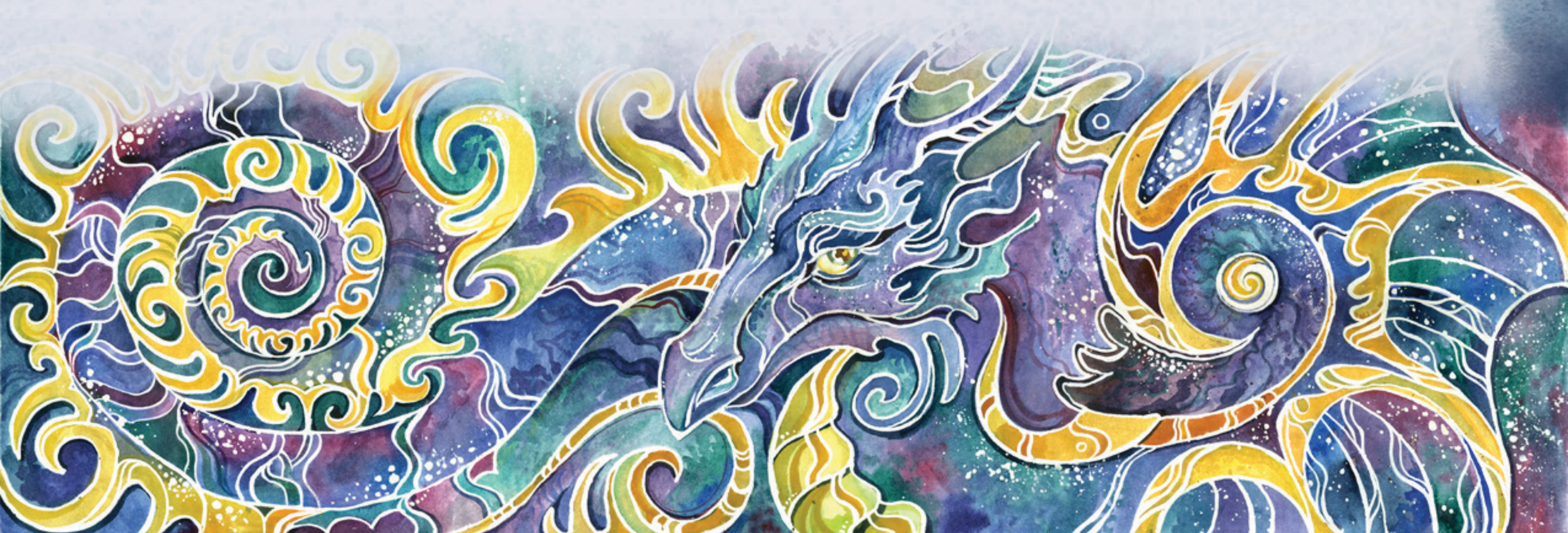
Glyph of Warding

A *glyph of warding* spell stores some sort of protective enchantment on a wall, floor, or object within the dragon's lair. A creature can detect the glyph without triggering it with a successful Intelligence (Investigation) check. The DC for this check is equal to 10 + the level of the stored spell (DC 10 for cantrips).

Heights

Heights are a common fear for good reason. A creature who falls from a cliff, lava tube, narrow staircase, or other precarious perch usually falls at a speed of 500 feet per round. On impact, it takes 3 (1d6) bludgeoning damage for every 10 feet fallen, to a maximum of 70 (20d6). The creature lands prone, unless it avoids taking damage from the fall.

Many dragons employ Small servants, who can use short railings along the sides of long drops and steep staircases to keep from falling over during their daily travels. At the DM's discretion, if such railings are present, Small and smaller creatures can use them to give themselves advantage on ability checks and saving throws against being pushed off the cliff, and Medium or larger creatures have disadvantage on such rolls to avoid tripping over such railings.



At the DM's discretion, a falling creature can attempt to stop its fall by grabbing onto a railing, flag pole, stalagmite, or other protrusion into the falling area. This requires a successful Strength (Athletics) check with a DC equal to half the distance fallen before reaching the protrusion. If the protrusion is not strong enough to hold the creature, it may break off and fall as well.

Similarly, many dragons roost in high up, hard-to-reach areas. This is intentional. Dragons can fly, and most creatures (particularly adventurers) cannot. If a party takes several hours to scale a mountain to reach a dragon's lair, that gives the dragon several hours to discover and prepare for their arrival. This distance does not impair the dragon, but seriously inconveniences most unwanted visitors.

Hieroglyphics

Nonmagical hieroglyphics are one of a dragon's most devious protective measures. Curious adventurers often stop to decipher mysterious messages on the wall, distracting and delaying them until servants can stumble across the intruders by chance.

After every 10 minutes a creature spends studying a section of hieroglyphics, it can attempt a DC 16 Intelligence (History) check to translate the near-dead language into Common or some other tongue. On a success, the creature understands that portion of the passage. On a failure, the creature must study the section for another 10 minutes to attempt the check again.

Hieroglyphics may contain ancient truths and arcane prophecies, but just as often are complete lies or are a dragon's daily journal. Regardless of the content, many adventurers cannot resist spending an hour reading interesting (if fictional) accounts written on the side of a long hallway.

Idol of Apostasy

The dragon has an *idol of apostasy* (see chapter 5 of this book) sitting in a well-marked place intruders are likely to happen across. The dragon is immune to the effects of the idol, but its servants might not be.

Load Bearers

The roof of a room within the lair, or perhaps for the whole lair, is kept up in part by pillars, buttresses, or other supports. If you take out too many pillars during a destructive fight, the roof may partially or fully collapse.

Fragile wooden beams have an AC of 10, 5 hit points, and are flammable. Strong stone or metal pillars have an AC of 17, 15 hit points, and are inflammable. All are immune to poison and psychic damage.

A creature under a collapsing section of roof must succeed on a DC 16 Dexterity saving throw or be crushed by rubble. A crushed creature is restrained and takes 1d10 bludgeoning damage at the start of each of its turns and cannot breathe. The weight of the debris makes it impossible for the creature to hold its breath. A successful DC 20 Strength (Athletics) check unburies the creature. A creature has disadvantage on checks made to unbury itself and cannot take the Help action to aid others in unburying itself.

A creature that cannot breathe can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn after this time, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

Magic Shrieker Moss

A cousin of the **shrieker** fungus, magic shrieker moss inexplicably grows only on valuable objects, especially precious metals or magic items, and often appears near large concentrations of such items. Dragons do not seem to mind, as it is an excellent natural alarm system.

Magic shrieker moss grows wildly and cannot be cultivated. It tends to cover hoards of treasure intermittently in 5 foot square patches. It is immune to lightning and thunder damage, but is silently killed by any amount of fire, cold, or acid damage.

When an object that shrieker moss is on is touched or disturbed, the moss begins to produce a loud shrieking sound audible within 1,000 feet for 1 minute. This sound rouses creatures sleeping in the area, and causes all other patches of shrieker moss within that radius to also begin shrieking, causing a chain effect. A creature that starts its turn within 15 feet of shrieking moss must succeed on a DC 12 Constitution saving throw or take 4 (1d8) thunder damage and be deafened until the start of its next turn.

Once the moss has started shrieking, it cannot shriek again for 24 hours.

Musk

If not properly cleaned on a regular basis, lairs may begin to stink with the intense odors of their denizens. When entering such an area and again after every hour spent there, a creature not accustomed to the smell must succeed on a DC 10 Constitution saving throw or be poisoned for 1 hour. On a successful save, the creature is immune to the effect for 24 hours.

The dragon's servants are accustomed to the smell and suffer no ill effects from it.

Narrow Tunnels

Each creature takes up a different amount of space, as indicated by its size category. A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Medium creature can squeeze through a passage that's only large enough for Small creatures. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Kobolds are a popular type of servant among dragons for their Small size, teamwork, and inclination to

burrow labyrinthine tunnels. Many adventurers are Medium and must squeeze to fit through such tunnels.

The DM may determine that you cannot squeeze into a space, even if you are one size larger. For example, a Small gnome may not be able to fit into a tunnel system dug by Tiny rats, even by squeezing.

The *easy passage* spell from chapter 5 of this book can help big adventurers fit into small areas.

Natural Sinkhole

This is a variant of the hidden pit trap from the *Dungeon Master's Guide*.

A successful DC 15 Wisdom (Perception) check discerns that the section of floor forming the sinkhole's cover seems weak or unstable. A successful DC 15 Intelligence (Investigation) or Intelligence (Nature) check is necessary to confirm that the unstable section of the floor is actually a dangerous sinkhole. A creature with the Stonecunning trait (such as most dwarves) automatically notices the sinkhole and recognizes it for what it is.

When a creature steps on the unstable section of ground, the creature must succeed on a DC 15 Dexterity saving throw or else fall into the pit. On a success, they instead enter the nearest unoccupied space on the side of the pit. Small and smaller creatures have advantage on this saving throw.

The sinkhole is usually 10 or 20 feet deep but can be deeper.

Noxious Fungi

Creatures within 10 feet of this fungus are distracted by its strong scent. Attacks against such creatures are made with advantage.

Permanent Teleportation Circle

Anything can teleport to or from this circle at any time by using the teleportation circle spell. Who knows what might suddenly arrive at the worst possible moment?

Teleportation circles are usually obvious and require no check to see. It takes a creature 1 minute of studying the circle to commit its sigil sequence to memory.

Portals

Portals can go to and from any number of interesting locations. They sometimes require special key items or passwords to activate. They sometimes are one-way, either receiving visitors into the lair or allowing them to depart. Sometimes they only appear under certain circumstances, such as when there is a full moon, in the morning, or during the evening after a king dies. They sometimes appear for only a brief period of time, typically either 1 minute, 10 minutes, 1 hour, or 1 day.

Creatures with a passive Perception of 12 or more can recognize there's something odd about a doorway or other opening if it is secretly a hidden portal. A successful DC 14 Intelligence (Investigation) check reveals that the oddness is magical, and a successful DC 14 Intelligence (Arcana) check reveals that the opening is a portal. The Arcana check also reveals whether the portal requires an object or password to be activated, but does not reveal what that object or password would be.

Woe unto a creature that unintentionally stumbles through a portal in a dragon's lair, only to end up in a tavern in Waterdeep, a market of the City of Brass, or a pocket demiplane within the Far Realm.

Portcullis

This heavy gate can be raised by a successful DC 18 Strength (Athletics) check, or by spending 1 minute operating the turning wheel. It can be lowered by cutting the hoisting mechanism (usually a rope or a chain) or by spending 1 minute operating the turning wheel.

Removed Valuables

When a dragon leaves its lair, it may temporarily move its most prized possessions to some hidden secondary location while it is gone. This may be in a hidden cave, dropped in the middle of an uninhabited forest, or buried 20 feet deep in sand - anywhere that is hard to find and hard to reach. This can cause many adventurers to spend unnecessary time combing through dozens of tunnels to no avail, possibly triggering more traps or stalling until the dragon or it's minions can arrive.

Dragons can almost always remember where they've hidden a treasure and quickly retrieve them upon returning, but in the rare circumstances where they don't, may hire or bargain with adventurers to find and fetch it for them.

Running Water

A creature that starts its turn in running water must make a DC 15 Strength saving throw. On a failed save, it is pushed 30 feet downstream. On a successful save, it is pushed half that.

Many sources of running water in mountain lairs quickly lead to tall waterfalls. The Heights dungeon hazard has more information on damage from falling long distances.

Rusty Hinges

If you open a door with rusty hinges, it will squeak loudly enough that any creature within 120 feet can obviously hear it, alerting them that someone is passing through the doorway. Hinges are usually not hidden and thus require no Perception check to find, but a successful DC 13 Intelligence (Investigation) check is necessary to determine the noisy effect of opening them.

A creature can attempt a DC 13 Dexterity (Sleight of Hand) check to open the door quietly. On a success, the door opens silently. On a failure, it opens loudly as normal. A creature can also apply oil to an exposed rusty hinge, giving the check advantage.

Sensory Deprivation

Roaring waterfalls, a thick haze of dragon smoke, or that classic kobold smell can distract the mind and muddle the senses. Creatures have disadvantage on Wisdom (Perception) checks made relying on senses impeded by an area's strong sensory effects.

Shadow Essence

Shadow essence is a powerful poison often used in traps. When a creature is injured by a weapon coated with the poison, that creature must succeed on a DC 17 Constitution saving throw or take 2d6 poison damage and have its hit point maximum reduced by that amount until it finishes a long rest. Cheaper, diluted forms of the poison may have lower save DCs and deal less damage.

Shadow essence is used in the Twin Shadow Guards trap below.

Shrapnel-Littered Ground

If you fall on ground covered with bone shards, broken glass, egg shells, crystals, or other detritus, you take 2d4 slashing damage upon landing. You also take 1d4 slashing damage for every 5 feet you crawl or are dragged along the ground.

Slippery Floor

A floor covered in bile, saliva, wax, or other slick substances becomes quite hard to maneuver on. When a creature stops moving on its turn on this surface, it must succeed on a DC 12 Dexterity saving throw or else fall prone, and it slides 5 feet in the direction it was moving if the way is not blocked.

Smooth Walls

These walls are silky smooth and cannot be climbed without magical aid, the Spider Climb trait, or similar abilities.

Spiky Walls

These walls are covered in spikes of varying sizes. You have advantage on checks made to climb them (DC 13), but on a failed check take 1d4 piercing damage.

Thorny Plants

These plants constitute nonmagical difficult terrain. For every 10 feet moved through these plants, a creature must succeed on a DC 10 Dexterity saving throw or take 1d4 slashing damage.

Twin Shadow Guards

A door sits between two statues of draconic humanoids. If a creature touches the doorknob, one of the statues will immediately reach down and attempt to bite the creature (+8 to hit). On a hit, the creature takes 2d4 + 4 piercing damage and must make a DC 17 Constitution saving throw. On a failed save, the creature takes an additional 2d6 poison damage and its maximum hit points are reduced by the same amount until it finishes a long rest.

Each guard is a magical object with AC 18, 30 hit points, and immunity to poison and psychic damage. They do not defend themselves or attack any creatures, unless the creature touches the door.

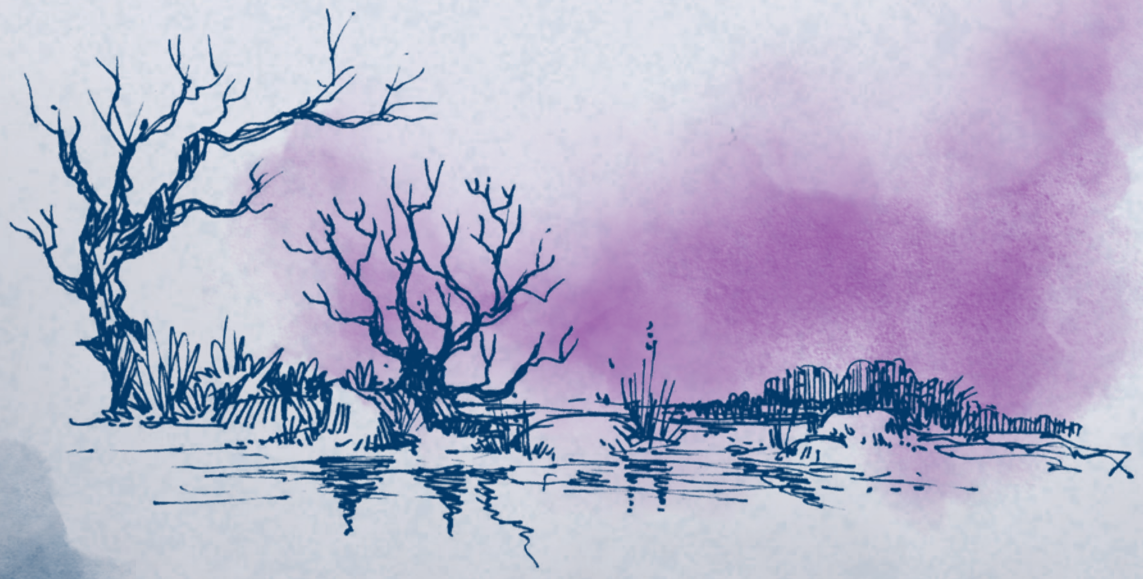
Creatures can pass through an open or broken-down door safely if they do not touch it. Doors protected by twin shadow guards often have mundane locks.

Venomdust

An object in the dragon's lair is subject to the *venomdust* spell in chapter 4 of this book.

Wall of Force

A simple *wall of force* spell at a dragon's doorway will do wonders to keep out intruders. Some dragons will pay great sums of gold for powerful mages to devise variations of the spell that can be turned on and off at the dragon's will.



Building Dragon Encounters

You can create memorable dragon encounters on the fly by selecting a dragon, an innate spellcasting build, and several dungeon hazards to fill the dragon's lair. You can choose from the lists and tables in this section and can roll on these tables for random results.

Innate Spellcasting Builds

d100	Build
1-4	Ashen
5-8	Clandestine
9-12	Corrosive
13-16	Cosmic
17-20	Eldritch
21-24	Electric
25-28	Healer
29-32	Illusionist
33-36	Inventor
37-40	Mentalist
41-44	Natural
45-48	Necromancer
49-52	Planeswalker
53-56	Protector
57-60	Seer
61-64	Shapeshifter
65-68	Shining
69-72	Stoneworker
73-76	Summoner
77-80	Telekinetic
81-84	Thundermaster
85-88	Trapsmith
89-92	Tyrant
93-96	Venomous
97-00	Watersage

Dungeon Hazards

In addition to the following dungeon hazards, lairs are almost always populated with fleets of low challenge rating servants and moderate challenge rating guardians.

Lairs of dragons that breathe acid usually have the chlorine haze dungeon hazard, dracolich lairs usually have dracolich slough, and gem dragon lairs usually have gem dragon dust. Lairs of other dragons usually do not have these hazards.

Dungeon Hazards

d100	Dungeon Hazard
1-5	Alarm
6-8	Boiling Water
9	Charmed Cavern (Antispell Charm)
10	Charmed Cavern (Babble Charm)
11	Charmed Cavern (Darkness Charm)
12	Charmed Cavern (Earthbound Charm)
13	Charmed Cavern (Mentalist Charm)
14	Charmed Cavern (Silence Charm)
15-16	Cold Curtain
17-19	Cover
20-24	Difficult Terrain
25-28	Draconic Spirit Guardian
29	Dragon Bile Spray
30-33	Extreme Environments
34-35	Fear Moths
36	Flooded Crocodile Room
37-38	Gauze of Appearance
39-43	Glyph of Warding
44-48	Heights
49-51	Hieroglyphics
52	Idol of Apostasy
53-55	Load Bearers
56-58	Magic Shrieker Moss
59-62	Musk
63-64	Narrow Tunnels
65-66	Natural Sinkhole
67-70	Noxious Fungi
71	Permanent Teleportation Circle
72	Portals
73-74	Portcullis
75	Removed Valuables
76-79	Running Water
80-83	Rusty Hinges
84-87	Sensory Deprication
88-89	Shadow Essence
90	Shrapnel-Littered Ground
91	Slippery Floor
92	Smooth Walls
93	Spiky Walls
94-95	Thorny Plants
96	Twin Shadow Guards
97-99	Venomdust
00	Wall of Force

Servants

A dragon may employ fleets of any of the following types of cunning and dangerous creatures, but the most common is kobolds. Roving groups of servants usually have 1d4 + 2 members, but the party may encounter larger or smaller groups. Encountering servants need not always end in violence; parties that wish to conserve resources or avoid untimely demise might instead attempt to sneak away from a roaming group or talk their way out of a sticky situation. Similarly, roving patrols do not always have orders to kill trespassers. They might instead attempt to capture the party or flee to alert the rest of the lair's inhabitants of intruders.

Servant Squads

d100	Denizens
1-2	**animated armor** (CR 1) and a **helmed horror** (CR 4)
3-5	**bandits** (CR 1/8) and a **bandit captain** (CR 2)
6-8	**bugbears** (CR 1) and a **bugbear chief** (CR 3)
9-10	**bullywugs** (CR 1/4)
11-12	**chuul** (CR 4)
13-15	**commoners** (CR 0), **thugs** (CR 1/2), and a **berserker** (CR 2)
16-18	**cultists** (CR 1/8) and a **cult fanatic** (CR 2)
19-20	**doppelgangers** (CR 3)
21-22	**drow** (CR 1/4) and a **drow elite warrior** (CR5) or **drider** (CR 6)
23-25	**ettercaps** (CR 2), **giant spiders** (CR 1), and **phase spiders** (CR 3)
26-28	**gnolls** (CR 1/2) and a **gnoll pack lord** (CR 2)
29-31	**goblins** (CR 1/4) and a **goblin boss** (CR 1)
32-33	**half-ogres** (CR 1) and an **ogre** (CR 2), **ettin** (CR 4), **hill giant** (CR 5), **troll** (CR 5), or **cyclops** (CR 6)
34-35	**harpies** (CR 1)
36-38	**hobgoblins** (CR 1/2) and a **hobgoblin captain** (CR 3) or **hobgoblin warlord** (CR 6)
39-40	**hook horrors** (CR 3)
41-43	**kenku** (CR 1/4)
44-65	**kobolds** (CR 1/8), **winged kobolds** (CR 1/4), and a variety of simple traps or dungeon hazards
68-70	**kuo-toa** (CR 1/4) and a **kuo-toa whip** (CR 1), **kuo-toa monitor** (CR 3), or **kuo-toa archpriest** (CR 6)
71-73	**lizardfolk** (CR 1/2) and a **lizardfolk shaman** (CR 2) or **lizard king/queen** (CR 4)
74-75	**manticores** (CR 3)
76-77	**minotaurs** (CR 3)
78-79	**nothics** (CR 2)
80-82	**orcs** (CR 1/2) and an **orc eye of Gruumsh** (CR 2), **orog** (CR 2), or **orc war chief** (CR 4)
83-84	**perytons** (CR 2)
85-87	**thri-kreen** (CR 1)
88-90	**troglodytes** (CR 1/4)
91-92	**umber hulks** (CR 5)
93-95	**wererats** (CR 2), **werewolves** (CR 3), **wereboars** (CR 4), **weretigers** (CR 4), **werebears** (CR 5), or **jackalweres** (CR 1/2)
96-98	**worgs** (CR 1/2), **winter wolves** (CR 3), or **guardian wolves** (CR 4)
99-00	**yuan-ti purebloods** (CR 1) and a **yuan-ti malison** (CR 3) or a **yuan-ti abomination** (CR 7)

Appendix

This appendix lists true dragon types or stat blocks by letter, damage type, and challenge rating.

By Letter

The following dragons are located in this book, unless they are marked with an asterisk (*) for dragons from the *Monster Manual*.

A

Adamantine (metallic)
Air (other)
Amber (gem)
Amethyst (gem)
Amphibious (planar)
Aquatic (planar)

B

Battle (planar)
Black* (chromatic)
Blazewyrm (planar)
Blight (chromatic)
Blizzard (planar)
Blue* (chromatic)
Brainstealer (other)
Brass* (metallic)
Brine (chromatic)
Bronze* (metallic)
Brown (chromatic)

C

Celestial (cosmic)
Cerilian (other)
Chaos (planar)
Chiang Lung (lung)
Chromium (metallic)
Cloud (lung)
Cobalt (metallic)
Copper* (metallic)
Crystal (gem)
Crystalline (chromatic)

D

Deathmask (planar)
Dragon Eel (planar)

E

Earthquake (planar)
Ectoplasmic (gem)
Electrum (metallic)
Emerald (gem)
Ethereal (planar)

F

Fang (chromatic)
Fire (planar)
Force (other)
Frost (planar)
Frostforged (planar)

G

Gold* (metallic)
Gray (chromatic)
Green* (chromatic)

H

Hades (planar)
Hellfire Wyrm (planar)
Hex (arcane)
Hollow (metallic)
Howling (planar)

I

Incarnum (gem)
Iron (metallic)

J

Jacinth (gem)
Jade (gem)

L

Li Lung (lung)
Lung Wang (lung)

M

Mercury (metallic)
Mithral (metallic)
Mirage (planar)
Mist (planar)
Moon (cosmic)
Moonstone (gem)

N

Nickel (metallic)

O

Obsidian (gem)
Oceanus (planar)
Onyx (chromatic)
Orium (metallic)

P

Pact (planar)
Pan Lung (lung)
Pearl (gem)
Prismatic (other)
Purple (chromatic)
Pyroclastic (planar)

R

Radiant (planar)
Rattelyr (chromatic)
Red* (chromatic)
Red Hawk (other)
Rust (planar)

S

Sapphire (gem)
Sea (planar)
Shen Lung (lung)
Silver* (metallic)
Song (other)
Steel (metallic)
Stellar (cosmic)
Styx (planar)
Sun (cosmic)

T

Tarterian (planar)
Tempest (planar)
Tome (arcane)
Topaz (gem)
Tungsten (metallic)
Tun Mi Lung (lung)
T'ien Lung (lung)

V

Vishap (other)

W

White* (chromatic)
Wretch (planar)

Y

Yellow (chromatic)
Yu Lung (lung)

By Damage Type

The following dragons are located in this book, unless they are marked with an asterisk (*) for dragons from the *Monster Manual*.

Acid

Amphibious
Black*
Brine
Cerilian
Copper*
Gray
Mist
Nickel
Onyx
Orium
Rust
Steel
Styx

Cold

Aquatic
Blizzard
Chromium
Cloud
Crystalline
Frost
Frostforged
Lung Wang
Moon
Silver*
Stellar
Tempest
White*

Fire

Amber
Blazewyrm
Blight
Brass*
Brown
Cerilian
Fire
Gold*
Hellfire Wyrm
Iron
Jacinth
Lung Wang
Obsidian
Pact
Pan Lung
Pearl
Pyroclastic
Rattelyr
Red*
Red Hawk
Sea
Steel
Sun
T'ien Lung
Tungsten
Yellow

Force

Amethyst
Celestial
Cobalt
Ectoplasmic
Ethereal
Force
Stellar
Tarterian

Lightning

Blue*
Bronze*
Dragon Eel
Oceanus
Song
Tempest

Necrotic
Deathmask
Hades
Incarnum
Topaz
Wretch

Poison
Green*
Hex
Mercury
Pyroclastic
Song

Psychic
Brainstealer
Electrum
Emerald
Mirage
Moonstone
Purple
Styx
Wretch

Radiant
Crystal
Mithral
Radiant

Thunder
Adamantine
Battle
Howling
Jade
Li Lung
Sapphire

Other
Air
Brown
Blight
Chaos
Chiang Lung
Earthquake
Fang
Hex
Hollow
Prismatic
Rattelyr
Tome
Tungsten
Tun Mi Lung
Vishap
Yellow
Yu Lung

By Challenge Rating

The following dragons are located in this book, unless they are marked with an asterisk (*) for dragons from the *Monster Manual*.

1
Brass dragon wyrmling*
Copper dragon wyrmling*
Ethereal dragon wyrmling
Young faerie dragon*
Yu lung

2
Aquatic dragon wyrmling
Black dragon wyrmling*
Bronze dragon wyrmling*
Brown dragon wyrmling
Crystal dragon wyrmling
Dragon eel wyrmling
Emerald dragon wyrmling
Green dragon wyrmling*
Mercury dragon wyrmling
Old faerie dragon*
Sapphire dragon wyrmling
Silver dragon wyrmling*
White dragon wyrmling*

3
Amethyst dragon wyrmling
Amphibious dragon wyrmling
Blue dragon wyrmling*
Electrum dragon wyrmling
Gold dragon wyrmling*
Gray dragon wyrmling
Hades dragon wyrmling
Hades dragon wyrmling
Hex dragon wyrmling
Obsidian dragon wyrmling
Orium dragon wyrmling
Purple dragon wyrmling
Topaz dragon wyrmling

4
Adamantine dragon wyrmling
Mithral dragon wyrmling
Radiant dragon wyrmling
Red dragon wyrmling*

5
Tome dragon wyrmling

6
Young brass dragon*
Young white dragon*

7

Young black dragon*
Young copper dragon*
Young crystal dragon
Young emerald dragon
Young mercury dragon
Young orium dragon
Young sapphire dragon
Young tempest dragon

8

Young bronze dragon*
Young brown dragon
Young green dragon*
Young rust dragon

9

Young adamantine dragon
Young amethyst dragon
Young blazewyrm
Young blue dragon*
Young chaos dragon
Young earthquake dragon
Young electrum dragon
Young gray dragon
Young hex dragon
Young mithral dragon
Young obsidian dragon
Young purple dragon
Young silver dragon*
Young tome dragon
Young topaz dragon

10

Young gold dragon*
Young pact dragon
Young red dragon*

13

Adult brainstealer dragon
Adult brass dragon*
Adult crystal dragon
Adult deathmask dragon
Adult howling dragon
Adult mirage dragon
Adult nickel dragon
Adult orium dragon
Adult vishap
Adult white dragon*
Young red shadow dragon*

14

Adult black dragon*
Adult blizzard dragon
Adult brown dragon
Adult cobalt dragon
Adult copper dragon*
Adult emerald dragon
Adult song dragon
Adult steel dragon
Adult topaz dragon
Adult tungsten dragon

15

Adult bronze dragon*
Adult green dragon*
Adult mercury dragon
Adult sun dragon

16

Adult amethyst dragon
Adult blue dragon*
Adult chromium dragon
Adult mithral dragon
Adult silver dragon*

17

Adult adamantine dragon
Adult battle dragon
Adult electrum dragon
Adult gold dragon*
Adult gray dragon
Adult hex dragon
Adult iron dragon
Adult moon dragon
Adult obsidian dragon
Adult purple dragon
Adult pyroclastic dragon
Adult red dragon*
Adult wretch dragon
Dragon turtle*

18

Adult tome dragon

20

Ancient brass dragon*
Ancient crystal dragon
Ancient jacinth dragon
Ancient pan lung
Ancient white dragon*

21

Adult celestial dragon
Ancient amber dragon
Ancient black dragon*
Ancient brown dragon
Ancient copper dragon*
Ancient emerald dragon
Ancient gray dragon
Ancient mist dragon
Ancient moonstone dragon
Ancient sapphire dragon
Ancient shen lung
Ancient styx dragon

22

Ancient bronze dragon*
Ancient chiang lung
Ancient green dragon*
Ancient lung wang
Ancient mercury dragon
Ancient orium dragon
Ancient oceanus dragon
Ancient pearl dragon
Ancient purple dragon
Ancient tarterian dragon

23

Ancient amethyst dragon
Ancient blue dragon*
Ancient electrum dragon
Ancient jade dragon
Ancient li lung
Ancient mithral dragon
Ancient obsidian dragon
Ancient silver dragon*
Ancient topaz dragon
Ancient tun mi lung
Young stellar dragon

24

Ancient adamantine dragon
Ancient gold dragon*
Ancient red dragon*
Ancient t'ien lung

26

Ancient force dragon
Ancient hex dragon
Ancient tome dragon

28

Ancient prismatic dragon

30

Bahamut
Gruaghlothor
Sardior
Tiamat